

Steverooo

Friday, 18th February, 2005, 11:15 PM

Gary Gygax Q&amp;A, Part VIII

Continued from here:

<http://www.enworld.org/showthread.php?t=104817>

Steverooo

Friday, 18th February, 2005, 11:28 PM

In 1e, Gary, did you ever find the Ranger's +1 HP/level damage bonus to "Giant-class Creatures" to be a problem, at higher levels? (Sir Robilar, for example, was a Ranger, for a while, as was Ararat.) Did this cause problems, at higher levels? Would you change it, now?

Col\_Pladoh

Friday, 18th February, 2005, 11:29 PM

Quote:

*Originally Posted by **Steverooo****Continued from here:*<http://www.enworld.org/showthread.php?t=104817>

Dude!

I'm on it so that notices of responses will be emailed to me :uhoh:

Cheers,  
Gary

MerricB

Friday, 18th February, 2005, 11:44 PM

Happy new thread, Gary! (wow, part 8... where does the time go?) :)

Gary, thanks to D&amp;D you have introduced many of us - of not most of us - to an unforgettable experience:

The use of the d4 as a caltrop.

Many has been the time that I've got out of bed at night, only to suddenly feel something sharp and painful digging into my foot. If my mind worked faster at such times, I might have been calling down imprecations on your name, but as it doesn't the most I can normally manage is "Ow!" (or some choice swearing).

Could you please tell me if you had any idea what you were unleashing on the world when you included the d4 as part of the standard D&D game (and whether you've ever experienced this exquisite sensation yourself)?

:D

Best wishes,  
Merric

Gray Mouser

Saturday, 19th February, 2005, 12:43 AM

Quote:

*Originally Posted by **Steverooo****In 1e, Gary, did you ever find the Ranger's +1 HP/level damage bonus to "Giant-class Creatures" to be a problem, at higher levels? (Sir Robilar, for example, was a Ranger, for a while, as was Ararat.) Did this cause problems, at higher levels? Would you change it, now?*

Robilar was a Ranger at one point? Huh, I never heard that before. Is this info from Rob and/or Gary?

If he was a Ranger I assume he experienced normal penalties when he went to an Evil alignment (or even a Neutral one on his way out of Good).

Gray Mouser

Gray Mouser

Saturday, 19th February, 2005, 12:48 AM

Quote:

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*I don't use any alignments in my game campaigns nowadays because the concept caused so much misunderstanding and confusion; but actions speak louder than words, and as clearly as words on character sheets*

*Cheers,  
Gary*

---

This is pretty interesting, Gary. Is this a fairly recent development or did you stop using Alignment (and I assume alignment languages) back in your TSR days? Any problems rear up when DMing or playing a traditionally alignment-bound class (viz., Paladins, Druids, Assassins, etc.)?

Personally, I never had a problem with alignments as I was a big Michael Moorecock fan (I also thought that the 9 alignment variations was a marked improvement over the L/C/N triad). I know some people don't like alignments, or try to use alignments that are some "realistic", e.g., *Palladium's* alignment system (at least the one it used to use, it's been a while).

Gray Mouser

---

Gray Mouser

Saturday, 19th February, 2005, 12:52 AM

Quote:

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*Originally Posted by Col\_Pladoh*

*I got tired of having only basically good gnomes hanging around. I thought that the svirfneblin would add some spice to the otherwise dull race. Of course my gnome illusionist/thief PC was always trying to do much the same...*

---

Heh, any memorable escapades with your Gnome PC? What was his name, btw?

I always liked Gnomes, myself. Letting them be Illusionists was a great idea!

Gray Mouser

---

foehammerx

Saturday, 19th February, 2005, 06:10 AM

Hey gary, Did you roll up Bigby at first level and play him from the start? I heard a story which made it sound like Bigy was an npc that you charmed and later became your PC.

---

dead

Saturday, 19th February, 2005, 07:43 AM

Greyhawk's demihuman (& monster) pantheons

Hi Gary,

In the back of UA there is an appendix with an example demihuman pantheon in it. Was this \*officially\* given the OK by you to become canon for the Greyhawk campaign?

I've got a feeling it wasn't. I felt that it was only an \*example\* pantheon presented in UA and it was only later (after you left) that TSR decided to make it GH canon.

If this is the case, did you have your own original thoughts on what the gods of the elves, dwarves, halflings, etc. should be? (And monsterkind.)

Certainly Lolth and Bibdoolpoop are your creations, so drow and kuo-toa are accounted for.

Perhaps you envisioned dwarves as just worshipping Ulaa and elves just worshipping Ehlonna? Or are the gods as presented in the World of Greyhawk Fantasy Setting just human gods?

I would love to hear your thoughts.

Thanks.

---

hero4hire

Saturday, 19th February, 2005, 08:14 AM

Mr. Gyax,

1st of all thank you for making a great game, and inspiring so many adventures for 28 of my 35 years.

My long-term gamer buddies and I (all veterans of OD&D) all joke about going through those old modules and running past the bad guy to look for something in his treasure that would be sure to defeat him. While we overexaggerate this point for laughs it does have some truth to it. Was this to get players to try to that very thing? Or perhaps some more sadistic purpose? \*smiles evilly\*

---

mossfoot

Saturday, 19th February, 2005, 01:01 PM

Quote:

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*Originally Posted by Col\_Pladoh*

*Dude!*

*I'm on it so that notices of responses will be emailed to me :uhoh:*

Cheers,  
Gary

---

There is something immensely amusing about the thought of Gary saying "Dude!" I can imagine it now... Gary Gygax and Dave Arneson star in "Dude, where's my game?"

Gary - I just named my cleric and he's awesome!

Dave - Same here, my ranger totally rocks!

Gary - What's his name?

Dave - DUDE! What's yours?

Gary - SWEET! So what you're ranger's name?

Dave - Dude!

Gary - Dude, what's his name?

Dave - DUDE!

(and so on and so forth...) ;)

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Virel

Saturday, 19th February, 2005, 03:41 PM

Orgins of the "Kewl" River

Gary, will you share the orgin of the the "Kewl River" on the Greyhawk map with us?

Reason I ask is the very first time I saw that word was on the Greyhawk maps. The "Kewl River" near the Gnarley Forest. This was way back in 1980. Does word Kewl have a history before GreyHawk?

Flip a few letters around and you get "Welk" as in Welkwood Forest also in Greyhawk. Is there some sort of anagram connection?

Or have I just spent too much time looking at Darlenes wonderful maps of your Greyhawk setting?

---

mythusmage

Saturday, 19th February, 2005, 03:56 PM

That's simple, the river is kewl and the forest is gnarly. Which means adventures in the area are bodacious.

(You don't spend 49+ years in California without learning some of the lingo. :D )

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Col\_Pladoh

Saturday, 19th February, 2005, 04:34 PM

Quote:

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*Originally Posted by **Steverooo***

*In 1e, Gary, did you ever find the Ranger's +1 HP/level damage bonus to "Giant-class Creatures" to be a problem, at higher levels? (Sir Robilar, for example, was a Ranger, for a while, as was Ararat.) Did this cause problems, at higher levels? Would you change it, now?*

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Howdy Steveeroo!

First, I must say that Robilar was never anything other than a fighter.

The ranger's bonus of +1 damage per level was very annoying to me as the DM, but that encouraged the logical addition of damage for the big old giant class members, so that a couple of solid hits from a member of same could flatten the cheeky little ranger attacking him.

What the heck, though: clerics beat up on undead, rangers on giant class critters, and it's all in a day's adventuring. As should any DM, some of the kicked around thus will have special defenses and offenses devised to make life difficult for the bully PC:)

Cheers,  
Gary

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Col\_Pladoh

Saturday, 19th February, 2005, 04:45 PM

Quote:

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*Originally Posted by **MerricB***

*Happy new thread, Gary! (wow, part 8... where does the time go?) ;)*

*Gary, thanks to D&D you have introduced many of us - of not most of us - to an unforgettable experience:*

*The use of the d4 as a caltrop.*

*Many has been the time that I've got out of bed at night, only to suddenly feel something sharp and painful digging into my foot. If my mind*

*worked faster at such times, I might have been calling down imprecations on your name, but as it doesn't the most I can normally manage is "Ow!" (or some choice swearing).*

*Could you please tell me if you had any idea what you were unleashing on the world when you included the d4 as part of the standard D&D game (and whether you've ever experienced this exquisite sensation yourself)?*

:D

Best wishes,  
Merric

---

Hi Merric:)

As the real old timers know, I was always an active gamer since I discovered there were fanzines offering a forum for one's gaming thoughts, opinions, and play offerings. In short, I've been balbbering thus for about 40 years, so it's no wonder a lot of my fellows are familiar with my name.

The d4 was one of the five Platonic solids sold by the school supply company in California from which I obtained the first of the new multi-sided dice that were introduced in the first edition of the D&D game, I have indeed stepped with stocking feet on one of those yellow caltrops--also a d8, that being back in the early 1970s. Thereafter I made a point of picking up all of my dice and keeping them off the floor.

Cats seem to love to play dith d20s, BTW, and a few were lost that way to various felines that resided in my house.

When I'd leave my dog "Bowser" (a bull mastiff) alone he would get revenge that included shredding my dice bag and leaving a minefield of multi-sided dice in my bedroom and in the kitchen...the devil know where I was sure to go :)

Cheers,  
Gary

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Col\_Pladoh

Saturday, 19th February, 2005, 04:55 PM

Quote:

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*Originally Posted by **Gray Mouser***

*This is pretty interesting, Gary. Is this a fairly recent development or did you stop using Alignment (and I assume alignment languages) back in your TSR days? Any problems rear up when DMing or playing a traditionally alignment-bound class (viz., Paladins, Druids, Assassins, etc.)?*

*Personally, I never had a problem with alignments as I was a big Michael Moorecock fan (I also thought that the 9 alignment variations was a marked improvement over the L/C/N triad). I know some people don't like alignments, or try to use alignments that are some "realistic", e.g., Palladium's alignment system (at least the one it used to use, it's been a while).*

*Gray Mouser*

---

Allow me to answer in this manner:

When players began to announce their character's alignment to other participants I shuddered. I suggested that such information was not for broadcast, that the PCs might not actually think of themselves as categorized thus, and the alignment categories were meant more to guide the player in playing his character in the game.

As for alignment language, I assumed that it was akin to Latin in regard to use. Clerics would be fluent in their use of their alignment language, the devout and well-educated nearly as able, and at the middle and lower end of the spectrum only rudimentary communications could be managed.

Somehow I supposed that DMs would arrive at similar conclusions unaided.

The *Legendary Adventure* game uses Repute, Dark Repute, and Disrepute as publicly known measures of the characters' reputation. These generally equate to honorable, shady, and wicked.

Cheerio,  
Gary

---

Col\_Pladoh

Saturday, 19th February, 2005, 05:01 PM

Quote:

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*Originally Posted by **Gray Mouser***

*Heh, any memorable escapades with your Gnome PC? What was his name, btw?*

*I always liked Gnomes, myself. Letting them be Illusionists was a great idea!*

*Gray Mouser*

---

The gnome illusionist/thief is named Snurri "Sharpnose." He had a good deal of enjoyment swiping the gains pocked by a halfling magic-user/thief played by my youngest son Alex. (Durned if I can recall Alex's PC's name, and he isn't here to ask. Probably the character sheet is lost after several years of non-use.)

Other than that, the two were active in some rural adventures and thwarted many the vile plans of marauding humanoids and humans as well. cheers,

Gary

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Col\_Pladoh

Saturday, 19th February, 2005, 05:04 PM

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Quote:

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*Originally Posted by **foehammerx***

*Hey gary, Did you roll up Bigby at first level and play him from the start? I heard a story which made it sound like Bigy was an npc that you charmed and later became your PC.*

---

Mordenkainen did indeed manage to get the drop on Bigby, charm him. At the time bigby was a 3rd level NE dungeon dweller. By word and deed Mordie brought him around from NE to N, and thus Bigby became his apprentice. I got to roll the stats for that character after rob determined he was a loyal henchman of Mordenkainen.

Cheers,  
Gary

---

tenkar

Saturday, 19th February, 2005, 05:08 PM

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Quote:

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*Originally Posted by **Col\_Pladoh***

*Allow me to answer in this manner:*

*Somehow I supposed that DMs would arrive at similar conclusions unaided.*

*Cheerio,  
Gary*

---

Assuming that the minds of 13 year old DMs would hold up to yours was an ambitious thought ;)

We kinda glossed over alignment languages in my games. Wasn't really needed, therefore it wasn't missed.

---

Col\_Pladoh

Saturday, 19th February, 2005, 05:16 PM

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Quote:

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*Originally Posted by **dead***

*Hi Gary,*

*In the back of UA there is an appendix with an example demihuman pantheon in it. Was this \*officially\* given the OK by you to become canon for the Greyhawk campaign?*

*I've got a feeling it wasn't. I felt that it was only an "example" pantheon presented in UA and it was only later (after you left) that TSR decided to make it GH canon.*

---

The latter is indeed the case, although i did put the "official" stamp onriger Moore's demi-human deities for those who wished to include such entities in their WoG campaigns.

---

Quote:

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*If this is the case, did you have your own original thoughts on what the gods of the elves, dwarves, halflings, etc. should be? (And monsterkind.)*

---

Heh, and in my campaign the demi-humans and humanoids acknowledged the same pantheons as humans did.

---

Quote:

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*Certainly Lolth and Bibdoolpoop are your creations, so drow and kuo-toa are accounted for.*

---

Just so. As a matter of fact, the vast majority of all the "monsters" in the original D&D and AD&D games are all of my creation, as i either made them up out of my imaination or else shaped them for the system they were used in.

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Quote:

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*Perhaps you envisioned dwarves as just worshipping Ulaa and elves just worshipping Ehlonna? Or are the gods as presented in the World of Greyhawk Fantasy Setting just human gods?*

*I would love to hear your thoughts.*

*Thanks.*

---

And so you have them ;)

Cheers,

Gary

All times are GMT +1. The time now is 03:50 PM.

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## Gary Gygax Q&A, Part VIII

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Col\_Pladoh

Saturday, 19th February, 2005, 05:22 PM

Quote:

*Originally Posted by **hero4hire***

*Mr. Gygax,*

*1st of all thank you for making a great game, and inspiring so many adventures for 28 of my 35 years.*

Howdy,

Feel free to address me as Gary, as we are fellow gamers.

Quote:

*My long-term gamer buddies and I (all veterans of OD&D) all joke about going through those old modules and running past the bad guy to look for something in his treasure that would be sure to defeat him. While we overexaggerate this point for laughs it does have some truth to it. Was this to get players to try to that very thing? Or perhaps some more sadistic purpose? \*smiles evilly\**

Many a monster's treasure was indeed something inimical to him. why? what else would a dungeon denized do but hoard such items so as to prevent them from falling into the hands of potential foes? :uhoh: Of course they might destroy the items, but that might be difficult, and it would surely not be an incentive for adventurers to risk their lives...

After considerable experience, the number of magic-items given to monsters for regular use was sharply reduced in my campaign, as such things ended up in PC hands far too often :\

Heh,  
Gary

Col\_Pladoh

Saturday, 19th February, 2005, 05:29 PM

Quote:

*Originally Posted by **mossfoot***

*There is something immensely amusing about the thought of Gary saying "Dude!" I can imagine it now... Gary Gygax and Dave Arneson star in*

*"Dude, where's my game?"*

*Gary - I just named my cleric and he's awesome!*

*Dave - Same here, my ranger totally rocks!*

*Gary - What's his name?*

*Dave - DUDE! What's yours?*

*Gary - SWEET! So what you're ranger's name?*

*Dave - Dude!*

*Gary - Dude, what's his name?*

*Dave - DUDE!*

*(and so on and so forth...) ;)*

Heh....

"Dude" is definately a hang-over from my days out in Tinsletown. My patois began with hep-cat jargon learned from my early years as a modern jazz devotee. Such talk was even featured in the old EC publication, *Mad*, when it was a color comic book...which I read assiduously, cat;0

Cheers,  
Gary

P.S. I used to be quite knowledgeable in regards the hobo vernacular too, even though I was never a bindlestiff myself.

Quote:

---

Originally Posted by **Virel**

Gary, will you share the origin of the the "Kewl River" on the Greyhawk map with us?

Reason I ask is the very first time I saw that word was on the Greyhawk maps. The "Kewl River" near the Gnarley Forest. This was way back in 1980. Does word Kewl have a history before GreyHawk?

Flip a few letters around and you get "Welk" as in Welkwood Forest also in Greyhawk. Is there some sort of anagram connection?

Or have I just spent too much time looking at Darlenes wonderful maps of your Greyhawk setting?

---

While I hate to give so prosaic a response, I fear I must.

When I was naming terran features and cities, the name "Kewl" came to mind and seemed right--short and simple. I have to admit I didn't think of it as sounding like "cool," or being an anagram for "Welk."

So it is one of the non-special meaning/origin names!

A fellow named Zief asked about the city of that name too, and I had to confess it was a name I thought I had made up that sounded right.

Cheers,  
Gary

Quote:

---

Originally Posted by **mythusmage**

That's simple, the river is kewl and the forest is gnarly. Which means adventures in the area are bodacious.

(You don't spend 49+ years in California without learning some of the lingo. :D )

---

Alan,

I like your answer better than mine :confused:

Cheers,  
Gary

Quote:

---

Originally Posted by **tenkar**

Assuming that the minds of 13 year old DMs would hold up to yours was an ambitious thought ;)

We kinda glossed over alignment languages in my games. Wasn't really needed, therefore it wasn't missed.

---

Mia Culpa!

I was so engrossed in creating new material that I too often glossed over things that needed more explanation so as to guide the younger gamers.

I still use pencils with erasers on 'em :\

cheers,  
Gary

Actually, come to think of it, I DO have a question... in your years of gaming have you ever "converted" people to gaming who otherwise wouldn't have, or have you simply been fortunate enough to always be around gamer types? You see, back in Vancouver, I didn't have a gaming group, so I corrupte... I mean converted my girlfriend, and then her girlfriends so that I ended up GMing a group of 5 university girls (yeah, I know, gamer's fantasy come true ;) ) But the truth is, they ALL had a standoffish, "I dunno" attitude towards gaming.

It took some time to convert them, but now they're hooked... only problem is they love their characters so much I can't convince them to start a new campaign with new characters!

Sigh... women.



Quote:

---

Originally Posted by **Col\_Pladoh**

*I still use pencils with erasers on 'em :)*

---

\*chuckles\* Me too! They blend much nicer with water..

But thats probably not what your talking about. :)

Peter

---

oldschooler

Saturday, 19th February, 2005, 09:52 PM

Gary,

I have a few multi-part questions, I'm sure you've answered them all in the past, but I'm new around here and my curiosity keeps me up at night. I think these threads are a great idea and that you're being very generous at keeping up with them. Thanks for keeping in touch with all your faithful fans!

And now, on with the badgering:

I had heard that at one time you were planning to make a second edition of **Advanced D&D** by throwing together (with a re-edit) all three monster books into one Monster Manual, and folding Unearthed Arcana and Oriental Adventures into a new Players Handbook & Dungeon Masters Guide. Is this close to the truth? I'm wondering what kinds of editing you had been thinking of. Did you personally use UA & OA a lot in your games?

Of the original game (the cute lil' digest-sized box) and the Advanced game (with it's plethora of hardcovers), did you ever have a favorite? Do you consider one version better, over all, than the other?

What RPGs do you play most nowadays (including out of print games)? I'm assuming **Legendary Adventures** is one of them, maybe **Castles & Crusades** and old-tyme **D&D** as well?

---

PapersAndPaychecks

Saturday, 19th February, 2005, 09:53 PM

Did I just see a reference to a halfling magic-user/thief? Played by a Gygax? Please don't tell my gaming group you're allowed to do that, otherwise we'll end up with a party full of hobbits again...

Actually, reading various accounts of early D&D games, I have the impression that the "rules" on which classes could be played by which races, and how high level they could achieve, were fairly frequently ignored and might be better described as guidelines than rules.

---

Anabstercorian

Saturday, 19th February, 2005, 10:23 PM

Gary, you frequently refer to 3e as 'superheroic' in scale. I'm not about to disagree with you - in fact, I whole-heartedly agree. The rate of power increase, and the dramatic increases in power available to a character ("I power attack Sunder the hydra, for sixty points of damage. I cleave to the next head repeatedly until I miss." "You chop off every head in a single brutal swipe." "Score!") make high level characters more akin to demi-gods in status, like that of Hercules or Orpheus, than merely experienced, skilled warriors such as Conan or Fafhrd.

Now, I don't think this is necessarily a bad thing - I believe that power increase should never be ruled out for a DnD character - greater strength should always be possible through some fashion or another. But I do believe you may be right that power increases too quickly.

Simply put, what line divides heroic from superheroic power?

Also, I would like to ask your opinion about a house rule of mine. It is directly inspired by the OD&D rules Cyclopedia: *Purify Food and Water* is raised to a 1st level clerical spell, *Create Water* to 4th level, and *Create Food* to fifth. By doing this, and requiring a certain degree of overland travel, I hope to make survival more noteworthy - not a matter of constant accounting, surely, but a matter worthy of forethought even at the highest levels of play, because resorting to magic prevents you from using such dramatic spells as *Divine Power* or *Flame Strike*!

---

BOZ

Sunday, 20th February, 2005, 07:04 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*After considerable experience, the number of magic-items given to monsters for regular use was sharply reduced in my campaign, as such things ended up in PC hands far too often :)*

---

potions and scrolls, my man, potions and scrolls. and pre-cast spells are nice, too. i'm sure every DM goes through this experience after a time... :)

---

BOZ

Sunday, 20th February, 2005, 07:09 AM

Quote:

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Originally Posted by **oldschooler**

*I had heard that at one time you were planning to make a second edition of **Advanced D&D** by throwing together (with a re-edit) all three monster*

books into one Monster Manual, and folding Unearthed Arcana and Oriental Adventures into a new Players Handbook & Dungeon Masters Guide. Is this close to the truth? I'm wondering what kinds of editing you had been thinking of. Did you personally use UA & OA a lot in your games?

---

i have the feeling that such a "second edition" AD&D would have gone over a lot better than the one that actually happened. :)

---

Col\_Pladoh

Sunday, 20th February, 2005, 04:13 PM

Quote:

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Originally Posted by **mossfoot**

*Actually, come to think of it, I DO have a question... in your years of gaming have you ever "converted" people to gaming who otherwise wouldn't have, or have you simply been fortunate enough to always be around gamer types? You see, back in Vancouver, I didn't have a gaming group, so I corrupte... I mean converted my girlfriend, and then her girlfriends so that I ended up GMing a group of 5 university girls (yeah, I know, gamer's fantasy come true ;) ) But the truth is, they ALL had a standoffish, "I dunno" attitude towards gaming.*

*It took some time to convert them, but now they're hooked... only problem is they love their characters so much I can't convince them to start a new campaign with new characters!*

*Sigh... women.*

---

Hi Noah:)

My work has made untold converts to the gaming hobby, but I assume you mean have I personally made a direct convert by persuasion and the like. The answer is, but of course!

The most notable is James M. Ward. I was in a local newspaper, magazine, and paperback book shop when I noticed a chap browsing the SF and fantasy titles. I brazenly spoke to him, suggesting that if he enjoyed such adventure reading he should visit out gaming club that featured swords & sorcery. He did, and the rest is history.

I have never personally succeeded in converting a female to the hobby, including all three of my daughters. They played and enjoyed it for some weeks or months, but lost interest thereafter.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 04:17 PM

Quote:

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Originally Posted by **gideon\_thorne**

*\*chuckles\* Me too! They blend much nicer with water..*

*But thats probably not what your talking about. :)*

*Peter*

---

Heh!

I've used the Venus line to "paint with pencils"! My aunt was a high school art teacher, my pal Tom Keogh won a prize from the Audubon society for an airbrush drawing of a bird and I can draw water as well as anyone :lol:

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 04:35 PM

Quote:

---

Originally Posted by **oldschooler**

Gary,

*I have a few multi-part questions, I'm sure you've answered them all in the past, but I'm new around here and my curiosity keeps me up at night. I think these threads are a great idea and that you're being very generous at keeping up with them. Thanks for keeping in touch with all your faithful fans!*

*And now, on with the badgering:*

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Heh...

Quote:

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*I had heard that at one time you were planning to make a second edition of **Advanced D&D** by throwing together (with a re-edit) all three monster books into one Monster Manual, and folding Unearthed Arcana and Oriental Adventures into a new Players Handbook & Dungeon Masters Guide. Is this close to the truth? I'm wondering what kinds of editing you had been thinking of. Did you personally use UA & OA a lot in your games?*

---

That's pretty close. The main exception is that I planned to have the OA book re-written to get in Francois Froideval's material, and it, along with an expansion of the Oerth, be a supplement to the main core of rules.

The Mm would have been done in two volumes, A-L and M-Z more or less.

I won't deal with the changes I'd have made as that is meaningless at this point :\

Quote:

---

*Of the original game (the cute lil' digest-sized box) and the Advanced game (with it's plethora of hardcovers), did you ever have a favorite? Do you consider one version better, over all, than the other?*

---

The short answer is no. they are sufficiently different in approach so as to be treated as separate entities, each enjoyable to play.

Quote:

---

*What RPGs do you play most nowadays (including out of print games)? I'm assuming **Legendary Adventures** is one of them, maybe **Castles & Crusades** and old-time **D&D** as well?*

---

You have it, omitting only OAD&D which I DM now and then. I'd love to play more Metamorphosis Alpha, but I haven't time to create a new campaign setting and run it.

Other designers are working on genre expansions of the La game system, so i hope to be play-testing fantastical science, science fiction, and wild west versions soon, with a horror game not far behind. If things work out, the first of those new offerings will hit the market sometime in 2006.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 04:43 PM

Quote:

---

*Originally Posted by **PapersAndPaychecks***

*Did I just see a reference to a halfling magic-user/thief? Played by a Gygax? Please don't tell my gaming group you're allowed to do that, otherwise we'll end up with a party full of hobbits again...*

*Actually, reading various accounts of early D&D games, I have the impression that the "rules" on which classes could be played by which races, and how high level they could achieve, were fairly frequently ignored and might be better described as guidelines than rules.*

---

If the Dm allows a halfling magic-user/thief, who am I to quibble.

That said, most of the campaigns I played in did keep pretty close to the level limits for non-human PCs. none of the players had problems with that, although when their characters had reached the end of their ability to progress, most, including myself, looked for means to move them up yet another level ;) the grey elf was thus the choice of many a player wanting a demi-human PC with magical ability.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 04:59 PM

Quote:

---

*Originally Posted by **Anabstercorian***

*Gary, you frequently refer to 3e as 'superheroic' in scale. I'm not about to disagree with you - in fact, I whole-heartedly agree. The rate of power increase, and the dramatic increases in power available to a character ("I power attack Sunder the hydra, for sixty points of damage. I cleave to the next head repeatedly until I miss." "You chop off every head in a single brutal swipe." "Score!") make high level characters more akin to demi-gods in status, like that of Hercules or Orpheus, than merely experienced, skilled warriors such as Conan or Fafhrd.*

*Now, I don't think this is necessarily a bad thing - I believe that power increase should never be ruled out for a DnD character - greater strength should always be possible through some fashion or another. But I do believe you may be right that power increases too quickly.*

*Simply put, what line divides heroic from superheroic power?*

---

There is indeed nothing wrong with superheroic play...in a comic book-based RPG where the universe assumes such activity and has super villains and monsters too. The same can be said for a well-crafted fantasy RPG.

The major appeal of the FRPG is the fantastic, the assumption of a character role in a world filled with strange creatures, and by dint of effort building through deeds of action and intellect that game persona from a lowly adventurer to a renowned figure with power and prestige in his milieu. there is little satisfaction in such accomplishment if it isn't earned.

The basis for the D&D game, including 3E and 3.5E is not the superheroic, but the heroic. IMO, the new system hands players on a proverbial silver platter what once had to be earned, and so there is an escalation in character powers and those of "monsters" as those who play the new game seek to find the satisfaction they will never gain from it because there is no earning of rank through long play that gives actual experience and understanding, grants the ability of clever play, not mere use of gifter powers.

Quote:

---

*Also, I would like to ask your opinion about a house rule of mine. It is directly inspired by the OD&D rules Cyclopedia: Purify Food and Water is raised to a 1st level clerical spell, Create Water to 4th level, and Create Food to fifth. By doing this, and requiring a certain degree of overland travel, I hope to make simple survival more noteworthy - not a matter of constant accounting, surely, but a matter worthy of forethought even at the highest levels of play, because resorting to magic prevents you from using such dramatic spells as Divine Power or Flame Strike!*

---

Who am I to comment on rules changes used in your campaign? Actually, the alterations you detail are not going to affect much other than as you note, so if that makes the game more interesting for you and your players, great. The change might well affect the ability of some underground denizens to survive, as low-level clerics will no longer be able to feed their flock...

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 05:06 PM

Quote:

---

*Originally Posted by **BOZ***

*potions and scrolls, my man, potions and scrolls. and pre-cast spells are nice, too. i'm sure every DM goes through this experience after a time... ;)*

---

Right, Boz!

The problem with the potion is getting it out and quaffing it off takes two rounds at least, and the same for getting and reading a scroll. The good old wand and worn magic items are much faster to use, multi-shot/use, so the temptation is always there to have them.

Obmi the Dwarf had his boots of Speed and Dwarven Throwing Hammer (plus whatever defensive items I decided he needed for an encounter, protection and absorption) and believe me I made sure he had logical means of evading pursuit :p

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th February, 2005, 05:07 PM

Quote:

---

*Originally Posted by **BOZ***

*i have the feeling that such a "second edition" AD&D would have gone over a lot better than the one that actually happened. :)*

---

Word.

Gary

---

Darrin Drader

Sunday, 20th February, 2005, 08:23 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*The basis for the D&D game, including 3E and 3.5E is not the superheroic, but the heroic. IMO, the new system hands players on a proverbial silver platter what once had to be earned, and so there is an escalation in character powers and those of "monsters" as those who play the new game seek to find the satisfaction they will never gain from it because there is no earning of rank through long play that gives actual experience and understanding, grants the ability of clever play, not mere use of gifter powers.*

---

Gary,

I'm going to have to disagree with this to some extent. The designer notes for 3rd edition have stated that character advancement in 3rd edition was designed this way for a reason. Despite the need to draw younger players into the hobby, the reality is that right now there are more older players than younger ones. One of the realities of being an adult is that there are more real-life constraints on time than there were as a child. In today's society, people just don't have the time to play as much as they would like. The designers of 3rd edition took this into account by establishing that the ideal group at one DM and 4 players, and by accelerating level progression. Gone are the days of creating an adventure for a party of 6 to 8 PCs of X level (that isn't to say that you can't modify an adventure to suit a party of more PCs). On the other hand, the DMs Guide acknowledges this more rapid progression, and suggests that if you wish, you can prolong the amount of time it takes to advance by rewarding a fraction of the XP indicated in the DMG. To me this seems like a perfectly reasonable way to maintain the enjoyment for modern players while still allowing for a more lengthy progression in power for those who have more time to devote to this hobby.

In addition to this, the monsters are more than capable of continuing to provide a challenge to the PCs by advancing them by hit dice, size, or adding templates. In 1E and 2E, monsters were mostly set in their power level while in 3E they are scalable, which is a wonderful thing for me as a designer and DM. It used to really irritate me that after a certain level, there was no point in throwing orcs or goblins at higher level PCs because they weren't designed tough enough to be a challenge for them. Wonderful monsters had to be scrapped at higher levels because they just weren't a challenge anymore.

My personal beef with 3E is the proliferation of feats and the leap in power that occurs at epic levels. I feel that the feats presented in the core rules make a nice complete set of abilities that, for the most part, are well designed and not overpowered. I feel that some of the ones that have appeared through various supplements have not been as well balanced as the originals, which leads to power creep by virtue of owning those books. Epic play can be easily remedied by throwing out epic feats and epic magic, and instead going with the stripped down system presented in the 3.5 DMG.

This doesn't seem to me like rapid advancement and gifted userpowers. Instead, its just a game that incorporates more dynamic elements than hack, slash, wipe blade, repeat. Anyway, as you are someone that I have an enormous amount of respect for, I look forward to your rebuttal.

## Gary Gygax Q&amp;A, Part VIII

Printable View

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francisca

Monday, 21st February, 2005, 12:38 AM

Hello there, Gary!

I was wondering if you could comment on some of TSR's other games, in terms of how successful they were on two fronts: financially, and how well you think they succeeded as a game, in terms of being playable and enjoyable?

Specifically, I'm thinking about:

Divine Right  
Boot Hill  
Dawn Patrol  
Fight in the Skies  
Knights of Camelot  
Gamma World  
Top Secret  
Gang Busters  
and the super hero game whose name is escaping me right now.

I'm guessing you simply had no time to really delve into many of these, but any thoughts you care to pass along would be appreciated.

Also, and this is an admittedly silly question, do you have a favorite maker of dice? I myself prefer the old GameScience Gem dice, especially the d20s numbered 0-9 twice, with "+" with half the numbers.

Thanks again!

Anabstercorian

Monday, 21st February, 2005, 01:49 AM

Quote:

*Originally Posted by Col\_Pladoh*

*The basis for the D&D game, including 3E and 3.5E is not the superheroic, but the heroic. IMO, the new system hands players on a proverbial silver platter what once had to be earned, and so there is an escalation in character powers and those of "monsters" as those who play the new game seek to find the satisfaction they will never gain from it because there is no earning of rank through long play that gives actual experience and understanding, grants the ability of clever play, not mere use of gifter powers.*

This resonates with me a great deal. Indeed, one of the very words I spoke upon starting my current campaign is, "I want you guys to advance before your characters do."

That said, Whisperfoot is right - The decision to increase the rate of advancement, whilst perhaps unhealthy for the skill of players, was based on very real limitations on time to play that the current market must cope with. I will say that I recently ran some of my friends from a DnD game through the Tomb of Horrors, using the Castles and crusades rules, and I was pleasantly flabbergasted at how deftly they overcame the dangers within! Not a single fatality. Forgive me for lapsing in to gaming stories, but...

Spoiler: Show

Quote:

*Originally Posted by Col\_Pladoh*

*Who am I to comment on rules changes used in your campaign? Actually, the alterations you detail are not going to affect much other than as you note, so if that makes the game more interesting for you and your players, great. The change might well affect the ability of some underground denizens to survive, as low-level clerics will no longer be able to feed their flock...*

*Cheers,  
Gary*

See, I never would have thought of that.

dead

Monday, 21st February, 2005, 04:43 AM

Dear Gary,

How many years did you run your Greyhawk campaign?

Could you please list all the worlds/dimensions that players interacted with? Murlynd obviously travelled to a Wild West world (was this just Earth?) and, apparently, there was cross-overs to Rob Kuntz's campaign setting.

Did the crashed space craft in "S3: Expedition to the Barriar Peaks" really take place in your own campaign?

Were there a lot of genre cross-overs in the original GH?

Thanks.

---

Abisai

Monday, 21st February, 2005, 04:55 AM

Video games?

Gary,

Ever ventured in video games? Thought of it?

How about comics?

---

Gray Mouser

Monday, 21st February, 2005, 05:44 AM

Quote:

*Originally Posted by **Col\_Pladoh***

*Word.*

*Gary*

Heh. First "dude" and now "word." Colonel are you cutting a rap album or something?

Gray Mouser

---

Gray Mouser

Monday, 21st February, 2005, 05:49 AM

Quote:

*Originally Posted by **Col\_Pladoh***

*I'd love to play more Metamorphosis Alpha, but I haven't time to create a new campain setting and run it.*

This brings up a question about Metamorphosis Alpha, Gary. I was under the impression that the game took place aboard the Starship Warden and that was its campaign milieu. Is this incorrect?

Gray Mouser

---

gideon\_thorne

Monday, 21st February, 2005, 05:52 AM

Quote:

*Originally Posted by **Gray Mouser***

*Heh. First "dude" and now "word." Colonel are you cutting a rap album or something?*

*Gray Mouser*

He da gansta rappa of D&D... :D

Pete

---

Orius

Monday, 21st February, 2005, 07:55 AM

Quoted from previous thread (for real this time :o):

Quote:

*My regular group used to number nine, and that's about the top of the optimum spread--3-9 in my view.*

I'd agree. Less than three, there's not enough diversity with PC abilities that a typical game needs. More than 8 or 9, there's too many players to really keep everyone focused on the game.

---

Col\_Pladoh

Monday, 21st February, 2005, 03:14 PM

Quote:

*Originally Posted by **Whisperfoot***

Gary,

*I'm going to have to disagree with this to some extent. ...*

---

Well stated exposition as to why 3E is a superheroic sort of game (akin to those based on comic books) with like feats and so forth.

That the game assumes the players want instant gratification is well understood. 3E is clearly not designed for the years-long campaign as were its predecessors.

So you are correct, and I was quite mistaken about new D&D :lol:

Ciao,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:25 PM

---

Quote:

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*Originally Posted by **francisca***

*Hello there, Gary!*

*I was wondering if you could comment on some of TSR's other games, in terms of how successful they were on two fronts: financially, and how well you think they succeeded as a game, in terms of being playable and enjoyable?*

*Specifically, I'm thinking about:*

*Divine Right  
Boot Hill  
Dawn Patrol  
Fight in the Skies  
Knights of Camelot  
Gamma World  
Top Secret  
Gang Busters  
and the super hero game whose name is escaping me right now.*

---

None of them was a substantial contributor to the company's bottom line. The RPGs sold more than the boardgames--Divine Right and Fight in the Skies. I have no recollection of Knights of Camelot or a comic book superhero game. anyway, none of the RPGs listed was properly supported, and had they been so I believe they would have performed better overall.

Quote:

---

*I'm guessing you simply had no time to really delve into many of these, but any thoughts you care to pass along would be appreciated.*

---

I played all on the list at least once. I played and GM'd Boot Hill a good deal, and the other RPGs I played quite often. The exception is the Knights of Camelot game that I don't recognize.

Quote:

---

*Also, and this is an admittedly silly question, do you have a favorite maker of dice? I myself prefer the old GameScience Gem dice, especially the d20s numbered 0-9 twice, with "+" with half the numbers.*

*Thanks again!*

---

As a long-time pal of Lou Zocchi, the "Sage Sarge" from the days of the Avalon Hill General magazine back in the 1960s, it is good to see you name his old company as your favorite dice maker. Sadly, I am not much concerned with the dice I use, and any sort that rolls properly will do regardless of color and manufacturer. All I seek as player of GM are those that roll results I desire :eek:

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:29 PM

---

Quote:

---

*Originally Posted by **Anabstercorian***

*This resonates with me a great deal. Indeed, one of the very words I spoke upon starting my current campaign is, "I want you guys to advance before your characters do."*

---

Just so!

And expert veterans will be plotting much more for their character's campaign activities that increase in level;)

Quote:

---

*That said, Whisperfoot is right - ...*

---



Perfectly so, in fact, as I have noted above with a good deal of satisfaction :cool:

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:37 PM

Quote:

---

*Originally Posted by **dead***

*Dear Gary,*

*How many years did you run your Greyhawk campaign?*

---

From 1972 through 1985, rather sporadically after 1981. I still play it now and again.

Quote:

---

*Could you please list all the worlds/dimensions that players interacted with? Murlynd obviously travelled to a Wild West world (was this just Earth?) and, apparently, there was cross-overs to Rob Kuntz's campaign setting.*

---

Good grief! I haven't the memory for that as most of such play was winged by me--such as Robilar's adventures in the City of Brass. We did WWII, modern city, and a bit of wild west as you note. SF action was common, and my players loved to go to the Carabas of the "Planet of Adventure," Tchai IIRR, to fight with the Dirdir.

Quote:

---

*Did the crashed space craft in "S3: Expedition to the Barriar Peaks" really take place in your own campaign?*

---

sure enough, as my players were involved in the testing of the scenario;)

Quote:

---

*Were there a lot of genre cross-overs in the original GH?*

*Thanks.*

---

About one session in every 12 would involve something from outside the fantasy genre. that was enough to keep things from getting too staid.

Cheers,  
Gary

---

francisca

Monday, 21st February, 2005, 03:40 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*The exception is the Knights of Camelot game that i don't recognize.*

---

Wow! It was listed as stock #1009 in the 1981 "Gateway to Adventure" catalog I got in my Basic Box set (Moldvay edited). Same page as "Warlocks and Warriors" and "Divine Right".

The Superhero game was Marvel Superheros, and most of the release dates seem to be after your departure from TSR, so I guess that explains it.

Quote:

---

*As a long-time pal of Lou Zocchi, the "Sage Sarge" from the days of the Avalon Hill General magazine back in the 1960s, it is good to see you name his old company as your favorite dice maker. Sadly, I am not much concerned with the dice i use, and any sort that rolls properly will do regardless of color and manufacturer. All i seek as player of GM are those that roll results i desire :eek:*

*Cheers,  
Gary*

---

Heh. Apart from the fact that I like the dice, I always buy a set or two from Lou at GenCon, just because I like to see a guy like that "keep on keepin' on." There are a couple of places around the net that sell his dice, but I'd just as soon put the money directly in his hands, even at a premium.

Thanks again, amigo.

---

Col\_Pladoh

Monday, 21st February, 2005, 03:47 PM

Quote:

---

Originally Posted by **Abisai**

Gary,

Ever ventured in video games? Thought of it?

How about comics?

---

I was involved as designer in three videogame projects. Each of them went beyond the first stage, but none ever made full production, each one being killed for a different reason. (No, I don't care to give details.) We are working towards a MMP online version of the *Legendary Adventure* RPG now, I am involved with scripting for the *Dark & Light* MMP managed by Alchemic Dream, and we are in initial stages of discussion with another group in regards a new online game.

Of course I have written the premises and some details for about a score of other computer games, none of which aroused keen interest amongst the producers they were given to.

As for comics, I had written one for the DJ system's Mythus game's module, Necropolis; but the plans to produce it were killed when TSR sued. There was also the intent of having the old novels done as graphic ones. This has fallen through due to the lousy market for comic books these days.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:50 PM

Quote:

Originally Posted by **Gray Mouser**

Heh. First "dude" and now "word." Colonel are you cutting a rap album or something?

Gray Mouser

---

I blame it on me being young at heart, never growing up...and having an 18-year-old son that does listen to (c)rap music :]

heh,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:52 PM

Quote:

Originally Posted by **Gray Mouser**

This brings up a question about Metamorphosis Alpha, Gary. I was under the impression that the game took place aboard the Starship Warden and that was its campaign milieu. Is this incorrect?

Gray Mouser

---

You are quite correct. The Starship Warden is huge, though, kilometers across!

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:55 PM

Quote:

Originally Posted by **Orius**

Quoted from previous thread (for real this time :o):

I'd agree. Less than three, there's not enough diversity with PC abilities that a typical game needs. More than 8 or 9, there's too many players to really keep everyone focused on the game.

---

Yuppers;) One genius or two very able players can get by, but who to such a small group if they are not "on" during a session where the challenges are extreme. Three or more persons tend to cross-pollenate ideas and the diversity of abilities amongst several characters makes play easier and more interesting.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st February, 2005, 03:58 PM

Quote:

Originally Posted by **francisca**

Wow! It was listed as stock #1009 in the 1981 "Gateway to Adventure" catalog I got in my Basic Box set (Moldvay edited). Same page as "Warlocks and Warriors" and "Divine Right".

As I don't like Arthurian legend, it doesn't surprise me in the least I don't recall the game. It surely made no particular sales success or i would have remembered it.

Quote:

*The Superhero game was Marvel Superheros, and most of the release dates seem to be after your departure from TSR, so I guess that explains it.*

Right on both counts;)

Cheerio,  
Gary

---

Steverooo

Monday, 21st February, 2005, 04:09 PM

Quote:

*Originally Posted by **Col\_Pladoh***

*HFirst, I must say that Robilar was never anything other than a fighter.*

So much for his entry in the 1e Rogue's Gallery. then! ;-p

---

Geoffrey

Monday, 21st February, 2005, 05:25 PM

Gary, how pleased were you with Eric Holmes's basic D&D rulebook from 1977? Was it pretty much what you wanted, or did it in places go off the rails?

---

MrFilthylke

Monday, 21st February, 2005, 06:25 PM

Quote:

---

*Originally Posted by Col\_Pladoh**I blame it on me being young at heart, never growing up...and having an 18-year-old son that does listen to (c)rap music :]*

---

The wife and I both live by that motto. Grow old, but never grow up. You'll be happier.

---

Bregh

Monday, 21st February, 2005, 06:58 PM

Heya, Gary,

Glad to hear you're feeling better, please accept my best wishes on your continued improvement!

Now, as a point of general interest, I read a post by one of your OD&D campaign players on Dragonsfoot, where he remarks that he and his fellows have actually managed to rout (if not completely crush) the Old Guard Kobolds on the first dungeon level of Castle Greyhawk. I was wondering if you had any comments on the matter (praise for the players, lament for the ruin of the OGK), and if you had entertained what menaces might now come to fill the void left by their passing...

---

SuStel

Monday, 21st February, 2005, 07:15 PM

Preparation

Hi, Gary!

I know that you like to improvise a lot of your game-judging, but I'd love to hear about how much preparation you usually put into an adventure before you run it. Do you just make up everything whole-cloth? Do you draw a few chicken-scratches for a map, then take it from there? Draw a nice map and write up an encounter key to go with it? How much detail goes into your notes? If another game referee looked at your notes, would he be able to puzzle them out (handwriting issues notwithstanding)?

Also, as a man who can't help but drool whenever he walks into a stationery supply store, I'd enjoy hearing about what you write your notes on. My guess is that it's whatever you have at hand. You mentioned earlier that you "still" (huh?) use pencils with erasers. But do you prefer notebooks? looseleaf? graph paper? computer?

---

Col\_Pladoh

Tuesday, 22nd February, 2005, 02:49 PM

Quote:

---

*Originally Posted by Steverooo**So much for his entry in the 1e Rogue's Gallery, then! ;-p*

---

As I have stated before, Brian blume compiled that work, and when persons would not give him information regarding their PCs, as Rob and I did, he simp;y made up whatever suited him.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 22nd February, 2005, 02:53 PM

Quote:

---

*Originally Posted by Geoffrey**Gary, how pleased were you with Eric Holmes's basic D&D rulebook from 1977? Was it pretty much what you wanted, or did it in places go off the rails?*

---

Rest assured that Dr. Holmes came to me first to propose the work, and I was in charge of the ms. when it was turned over. That is how it came to have new material quite similar to the AD&D game--I was writing the PHB at the time, and I wanted D&D to have some of the new features of the AD&D game.

To cut to the chase, I thought that Eric did a fine bit of editing with the set :cool:

Cheers,  
Gary

Col\_Pladoh

Tuesday, 22nd February, 2005, 02:55 PM

Quote:

Originally Posted by **MrFilthylke**

*The wife and I both live by that motto. Grow old, but never grow up. You'll be happier.*

If only my body could grasp that philosophy...

Cheers,  
Gary

Col\_Pladoh

Tuesday, 22nd February, 2005, 03:07 PM

Quote:

Originally Posted by **Bregh**

Heya, Gary,

*Glad to hear you're feeling better, please accept my best wishes on your continued improvement!*

*Now, as a point of general interest, I read a post by one of your OD&D campaign players on Dragonsfoot, where he remarks that he and his fellows have actually managed to rout (if not completely crush) the Old Guard Kobolds on the first dungeon level of Castle Greyhawk. I was wondering if you had any comments on the matter (praise for the players, lament for the ruin of the OGK), and if you had entertained what menaces might now come to fill the void left by their passing...*

The Swine! :]

I refer to my players and their filthy 5th level PCs of course. Picking on those fine upstanding little kobolds at their level. They should be ashamed, not bragging and thumping their chests. It took a hold person the three sleep spells to do the vile deed.

Fortunately, they are adventuring in an abbreviated dungeon level construction, so the actual Old Guard Kobolds remain unaffected, are still around to beat the crap out of lower level parties not sufficiently astute to run away and come back when they are at 5th level :uhoh:

The party had pretty well mapped the first level, and the only remaining force there were the OGKs, so I suppose it was inevitable that the poor little dears met their fate. It gave me some considerable satisfaction that they dropped the offending magic-user to 0 HPs twice during the encounter. It was as if the random dice determination for PCs hit was sentient, knew that he was the instrument of their doom. He dropped 12 of them with his thirs sleep spell...

The thouls awaiting the party on a lower level will wreak revenge for their deprivations above. As they are active in the dungeon cmplex, only wandering monsters will be likely to be encountered on the depopulated 1st level.

Cheers,  
Gary

MrFilthylke

Tuesday, 22nd February, 2005, 03:10 PM

Quote:

Originally Posted by **Col\_Pladoh**

*If only my body could grasp that philosophy...*

The body's a stubborn thing at times.

Col\_Pladoh

Tuesday, 22nd February, 2005, 03:18 PM

Quote:

Originally Posted by **SuStel**

Hi, Gary!

*I know that you like to improvise a lot of your game-judging, but I'd love to hear about how much preparation you usually put into an adventure before you run it. Do you just make up everything whole-cloth? Do you draw a few chicken-scratches for a map, then take it from there? Draw a nice map and write up an encounter key to go with it? How much detail goes into your notes? If another game referee looked at your notes, would he be able to puzzle them out (handwriting issues notwithstanding)?*

Most of the time I work with prepared material, but now and again I will wing an entire adventure session--mostly when the action is in a community or outdoors. I will create details for pre-prepared scenarios, though, add to what is written or printed. My own work is usually a map with key numbers and a few sketchy notes as to the nature of the encounter, and I fill in the details when the party gets to the location. If they are able to manage a very difficult challenge, I really up the ante and then do the same for the rewards if they succeed in overcoming the adversarial conditions, whatever they might be.

When I write for publication I add a lot more detail than I do for my own personal use.

Quote:

---

*Also, as a man who can't help but drool whenever he walks into a stationery supply store, I'd enjoy hearing about what you write your notes on. My guess is that it's whatever you have at hand. You mentioned earlier that you "still" (huh?) use pencils with erasers. But do you prefer notebooks? looseleaf? graph paper? computer?*

---

I like to use a tablet of lined paper, but if the muse strikes I'll use anything handy for initial notes. When I have run out of immediate inspiration, I transfer the mess to a computer file, order the material and neaten it up. From that I usually create an outline, then go directly to composing the main draft of the work.

Graph paper I reserve for maps and plans. As I keep running out of it--or have hidden it somewhere I can't find in a hurry, not a few of my maps and plans have been drawn on plain white copy paper.

I like to use colored pencils to color in my outdoor maps.

Trust that covers it:)

Cheers,  
Gary

---

Virel

Tuesday, 22nd February, 2005, 03:58 PM

Gary,

Here's a link with free pdf's to download and print various types of graph paper.

<http://incompetech.com/beta/plainGraphPaper>

I would like to ask about your views on the female strength limits in OAD&D.

After playing for a while with them, as DM I dropped the limits in my campaign when a female player rolled 18/95 strength for her female fighter. One half of my long time OAD&D gaming group is female, so I let my original ruling from way back in 1980 still stand. The character gender ends up being about 50/50 most of the time. It's never been a balance issue, however it gives up a little realism in favor of flexibility for players.

Later one of the players and I did a little research (mid 1980's) on female strength based on the Olympic/world records etc. 18/63 seemed a realistic limit. Last year I revised the topic and based on the new records etc 18/76 seemed like a new realistic limit.

When DMing OAD&D these days, at character generation do you keep the original limits for females or have they been changed etc?

I agree that human males can develop greater upper body strength than human females etc.

---

oldschooler

Tuesday, 22nd February, 2005, 04:10 PM

I've always been curious as to how much material Gary uses in his D&D games (both original and Advanced). Would he stick with the original stuff, like the lil' brown/white box and Greyhawk supplement for OD&D and just the first few hardcovers for AD&D; or does he go all out and use the Rules Cyclopedia and stuff from Unearthed Arcana (some or all?) or the Wilderness/Duneoneer's Survival Guides?

---

TerraDave

Tuesday, 22nd February, 2005, 05:13 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Heh, and in my campaign the demi-humans and humanoids acknowledged the same pantheons as humans did.*

---

Hello again Gary, it is nice to see the time you have taken to answer these many queries.

As a follow up to this, when did you do unique Greyhawk gods, and why?

You mention Norse deities in the DMG, and the impression I had of the OD&D cleric and paladin was that they were basically Christian!

The first published deities for the game were from human cultures--though some non-human deities were added for the AD&D deities and demigods. The first time I saw Greyhawk gods was in the pages of Dragon.

So, what motivated you to do your own pantheon?

---

Jdvn1

Wednesday, 23rd February, 2005, 06:29 AM

Quote:

---

*Originally Posted by **Gray Mouser***

*Heh. First "dude" and now "word." Colonel are you cutting a rap album or something?*

---

Well, he's already (kind of) done television!

---

Jhulae

Wednesday, 23rd February, 2005, 07:26 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Yuppers;) One genius or two very able players can get by, but who to such a small group if they are not "on" during a session where the challenges are extreme. Three or more persons tend to cross-pollenate ideas and the diversity of abilities amongst several characters makes play easier and more interesting.*

*Cheers,  
Gary*

---

I'll agree that with less players (three or less), the players really do have to be "on" (as you say) to avoid disaster, especially in tough combats or tricky puzzles. And, larger groups tend to have more 'exciting' adventures, because there's usually a lot of action going on.

However, sometimes, the play with a smaller group can be more interesting than with a larger group, because the DM can give more attention to each player, and there's more opportunity for roleplay between the characters and NPCs without having to worry about other players getting bored.

In fact, I think some of the most interesting games can be 'two player' games, with one player and the DM, because the roleplay can be so intense.

I guess, in short, I'm really saying that both large and small groups have their pros and cons, and that I like both, but wouldn't want to be limited to just one of the two. :)

---

RFisher

Wednesday, 23rd February, 2005, 02:38 PM

Quote:

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Originally Posted by **Col\_Pladoh**

*When I write for publication I add a lot more detail than I do for my own personal use.*

---

You know, I still sometimes have to consciously force myself not to try to fully emulate modules when I'm working on my own dungeons. When I was a kid, modules were the only example I had to follow, & I didn't recognize the difference between rough & practical preparation v. polish for publication. By the time I did, I'd already formed bad habits that are tough to break.

---

BOZ

Wednesday, 23rd February, 2005, 03:04 PM

Quote:

---

Originally Posted by **Jdvn1**

*Well, he's already (kind of) done television!*

---

cartoon voices definitely count. :)

---

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:24 PM

Quote:

---

Originally Posted by **Virel**

Gary,

*Here's a link with free pdf's to download and print various types of graph paper.*

<http://incompetech.com/beta/plainGraphPaper>

---

Thanks for the heads up:)

Quote:

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*I would like to ask about your views on the female strenght limits in OAD&D.*

*After playing for a while with them, as DM I dropped the limits in my campaign when a female player rolled 18/95 strength for her female fighter. One half of my long time OAD&D gaming group is female, so I let my orginal ruling from way back in 1980 still stand. The character gender ends up being about 50/50 most of the time. It's never been a balance issue, however it gives up a little realism in favor of flexibility for players.*

*Later one of the players and I did a little research (mid 1980's) on female strength based on the Olympic/world records etc. 18/63 seemed a realistic limit. Last year I revised the topic and based on the new records etc 18/76 seemed like a new realistic limit.*

*When DMing OAD&D these days, at character generation do you keep the orginal limits for females or have they been changed etc?*

*I agree that human males can develop greater upper body strength than human females etc.*

---

Your alternation doesn't disturb me in the least. Why I decided on realism in regards to male/female strength is beyond me. After all in a fantasy game that doesn't make a great deal of sense. I suppose I just wasn't thinking the matter through in regards the genre. I do not have such differentiations in the *Lejendary Adventure* game.

As for the actual difference between males and females, I am quite comfortable with the limits I placed in the book...unless steroids are taken into account. Males have some 30% more muscle mass, IIR, and they are taller and heavier than females. All of that matters in combat.

Cheerio,  
Gary

---

Davelozzi

Wednesday, 23rd February, 2005, 03:26 PM

Quote:

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*Originally Posted by **RFisher***

*You know, I still sometimes have to consciously force myself not to try to fully emulate modules when I'm working on my own dungeons. When I was a kid, modules were the only example I had to follow, & I didn't recognize the difference between rough & practical preparation v. polish for publication. By the time I did, I'd already formed bad habits that are tough to break.*

---

Me too. I can remember when I was young actually going so far as to draw and color in a cover for my adventures, complete with level recommendations, the D&D (or AD&D) logo, and a letter-number designation. Later that evolved a bit into simply a tendency to overprepare, and these days I'm at a point where I just make notes sufficient to run the game.

---

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:28 PM

Quote:

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*Originally Posted by **oldschooler***

*I've always been curious as to how much material Gary uses in his D&D games (both original and Advanced). Would he stick with the original stuff, like the lil' brown/white box and Greyhawk supplement for OD&D and just the first few hardcovers for AD&D; or does he go all out and use the Rules Cyclopedia and stuff from Unearthed Arcana (some or all?) or the Wilderness/Duneoneer's Survival Guides?*

---

Short answer: I am not now, not have i ever been, a rules lawyer. Rule-playing is distasteful to me. The rules I use in any play session depend on underlying game, the player group, and the demands of the scenario. As the GM I pick and choose what I think will best suit the situation.

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:35 PM

Quote:

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*Originally Posted by **TerraDave***

*Hello again Gary, it is nice to see the time you have taken to answer these many queries.*

*As a follow up to this, when did you do unique Greyhawk gods, and why?*

*You mention Norse dieties in the DMG, and the impression I had of the OD&D cleric and paladin was that they were basically Christian!*

*The first published dieties for the game were from human cultures--though some non-human dieties were added for the AD&D dieties and demigods. The first time I saw Greyhawk gods was in the pages of Dragon.*

*So, what motivated you to do your own pantheon?*

---

Well, amigo,

When one "creates" a fantasy world setting that is totally divorced from our world, it is logical that special, unique deities are needed to fill it, for clerics subsume deities that are served. Thus I began adding deities to my campaign early in 1973, and those became the first deities of the World of Greyhawk.

BTW, as the *Legendary Earth* world setting is a parallel earth, the deities used for it are all based off of those from our mythology.

Cheers,  
Gary



francisca

Wednesday, 23rd February, 2005, 03:39 PM

Quote:

*Originally Posted by Col\_Pladoh**Thanks for the heads up:)*

*Your alternation doesn't disturb me in the least. Why I decided on realism in regards to male/female strength is beyond me. After all in a fantasy game that doesn't make a great deal of sense. I suppose I just wasn't thinking the matter through in regards the genre. I do not have such differentiations in the Lejendary Adventure game.*

*As for the actual difference between males and females, I am quite comfortable with the limits I placed in the book...unless steroids are taken into account. Males have some 30% more muscle mass, IIRR, and they are taller and heavier than females. All of that matters in combat.*

*Cheerio,  
Gary*

Seems you were under the spell of realism when writing the OAD&D PHB, with AC adjustments, weapon speeds, and gender differences. Gladly, they are all easily ignored, with no detriment to play (at least not in my experience).

Oh, and get to work on Hazgar!!!! :D

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:40 PM

Quote:

*Originally Posted by Jhulae*

*I'll agree that with less players (three or less), the players really do have to be "on" (as you say) to avoid disaster, especially in tough combats or tricky puzzles. And, larger groups tend to have more 'exciting' adventures, because there's usually a lot of action going on.*

...

For me that says it all. I know few players that prefer yakking over hacking, and if as the GM I don't supply some action situations after an hour, the group takes matters into their own hands and begins creating mayhem.

As a matter of fact, I have played a good deal of one-on-one adventuring. I used that opportunity to gather a body of henchmen, direct them, and thus managed a great number of successful ambushes, raids, forays, and melees;)

Different strokes and all :uhoh:

Cheers,  
Gary

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:45 PM

Quote:

*Originally Posted by RFisher*

*You know, I still sometimes have to consciously force myself not to try to fully emulate modules when I'm working on my own dungeons. When I was a kid, modules were the only example I had to follow, & I didn't recognize the difference between rough & practical preparation v. polish for publication. By the time I did, I'd already formed bad habits that are tough to break.*

I don't believe detailed notes are a bad habit at all! just don't include a lot of explanatory material that you read aloud. That's for commercial modules and serves to generally familiarize all persons participating, the GM included, with the tenor and style of the scenario.

Anyway, if you don't slavishly adhere to your detailed notes, they are a boon, and such information might well enable you to have your module published;0

Cheers,  
Gary

Col\_Pladoh

Wednesday, 23rd February, 2005, 03:48 PM

Quote:

---

*Originally Posted by **BOZ***

*cartoon voices definitely count. :)*

---

Yes indeed, and I'll enjoy doing more VO work, as I had a blast doing the *Futurama* show.

Not only does that sort of work count, but being the co-producer for the 26 D&D Cartoon show episodes is also not shabby, especially since i got to work not only with the network but also all the great folks at Marvel Productions :cool:

Cheers,  
Gary

---

MrFilthylke

Wednesday, 23rd February, 2005, 03:52 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Yes indeed, and I'll enjoy doing more VO work, as I had a blast doing the *Futurama* show.*

---

Thanks for doing the VO for *Futurama*. That show was, in my opinion, some of the funniest stuff on TV ever. Having you guess star with no less than the other good folks in *Anthology of Interest* makes it one of my most beloved episodes. EVAR. :)

---

Vargo

Wednesday, 23rd February, 2005, 03:57 PM

Gary,

First off, thank you again (I've said it before) for giving us this wonderful game.

Secondly, why did you do the percentile stat thing for Strength, then continue on up to 25 for all stats? I know some EARLY books I saw (I seem to remember a *Dieties* and *Demigods* precursor) had percentiles for stats other than strength - what was the evolution of that?

---

BOZ

Wednesday, 23rd February, 2005, 08:33 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Short answer: I am not now, not have i ever been, a rules lawyer. Rule-playing is distasteful to me. The rules I use in any play session depend on underlying game, the player group, and the demands of the scenario. As the GM I pick and choose what I think will best suit the situation.*

---

amen to that! we have a guy who loves to call out on the DM "but the rules say..." when the DM makes a decision... i just want to slap the guy. the rest of us usually have to talk him out of arguing it, while he grumbles and mumbles and flips through the rulebooks to try to prove his point, and then if he finds what he was looking for he brings it back up again several minutes after we have moved on, and if he doesn't find it he says something like "but you've let me do that before"

...oy. i'm kinda glad he hasn't shown up in a month or so. :)

---

TerraDave

Wednesday, 23rd February, 2005, 09:43 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Well, amigo,*

*When one "creates" a fantasy world setting that is totally divorced from our world, it is logical that special, unique deities are needed to fill it, for clerics subsume deities that are served. Thus I began adding deities to my campaign early in 1973, and those became the first deities of the *World of Greyhawk*.*

*BTW, as the *Lejendary Earth* world setting is a parallel earth, the deities used for it are all based off of those from our mythology.*

*Cheers,  
Gary*

---

Esteemed Col. your answer makes perfect sense. Maybe I should rephrase the question: why the long delay before your dieties were shared with the rest of the world? And, did you use "real world" divinities in your original *Castle Greyhawk* campaign, in addition to Saint Cuthbert of course ;)

---

Jdvn1

Wednesday, 23rd February, 2005, 11:03 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

Yes indeed, and I'll enjoy doing more VO work, as I had a blast doing the *Futurama* show.

Not only does that sort of work count, but being the co-producer for the 26 D&D Cartoon show episodes is also not shabby, especially since I got to work not only with the network but also all the great folks at Marvel Productions :cool:

---

Does that mean cartoon shows should start trying to find ways to incorporate roleplaying legends?

I wonder if someone could pull off a more adult roleplaying cartoon -- and not offend a lot of people.

---

oldschooler

Thursday, 24th February, 2005, 11:19 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Short answer: I am not now, not have I ever been, a rules lawyer. Rule-playing is distasteful to me. The rules I use in any play session depend on underlying game, the player group, and the demands of the scenario. As the GM I pick and choose what I think will best suit the situation.*

*Cheers,  
Gary*

---

Actually, what I was really thinking of was the products you use in certain situations, not so much the rules themselves.

For example:

When playing OD&D, do you stick with the original set with maybe the Greyhawk supplement (or all the supplements) or go with a later set (like Moldvay's Basic or the Rules Cyclopedia). Do you even acknowledge any difference in the various incarnations?

Or:

When you play AD&D, how much of say, Unearthed Arcana do you actually tend to use? Are the paladins in your games a subclass of fighters or cavaliers? That's the kind of stuff I've been wondering about in your old school gaming sessions:D

---

andargor

Thursday, 24th February, 2005, 02:53 PM

Just a quick note to say hi to Gary. :)

Will there be a Part MMCLII? :D

Andargor

---

Col\_Pladoh

Thursday, 24th February, 2005, 03:12 PM

Quote:

---

Originally Posted by **MrFilthylke**

*Thanks for doing the VO for Futurama. That show was, in my opinion, some of the funniest stuff on TV ever. Having you guess star with no less than the other good folks in Anthology of Interest makes it one of my most beloved episodes. EVAR. :)*

---

Heartening to learn you enjoyed the episode. As I said, I sure had a blast reading the script, doing the voice over. While I've never aspired to being an actor, I would actually enjoy being a VO one :cool:

*Cheers,  
Gary*

---

Col\_Pladoh

Thursday, 24th February, 2005, 03:17 PM

Quote:

---

Originally Posted by **Vargo**

Gary,

*First off, thank you again (I've said it before) for giving us this wonderful game.*

*Secondly, why did you do the percentile stat thing for Strength, then continue on up to 25 for all stats? I know some EARLY books I saw (I seem to remember a Dieties and Demigods precursor) had percentiles for stats other than strength - what was the evolution of that?*

---

Well,

At first blush I decided that 18 was the maximum for a human, but then to make fighters more viable, and because the concept of degrees of strength in the 18 cap followed logically, I used the percentile measurement. As for strength over 18, any such ability is superhuman and must be magically endowed in my view. The 18% did give the fighter a real boost :cool:

To the best of my recollection, I have never suggested percentile breakdown for stats other than strength.

*Cheers,  
Gary*

Quote:

---

*Originally Posted by **BOZ***

*amen to that! we have a guy who loves to call out on the DM "but the rules say..." when the DM makes a decision... i just want to slap the guy. the rest of us usually have to talk him out of arguing it, while he grumbles and mumbles and flips through the rulebooks to try to prove his point, and then if he finds what he was looking for he brings it back up again several minutes after we have moved on, and if he doesn't find it he says something like "but you've let me do that before"*

*...oy. i'm kinda glad he hasn't shown up in a month or so. ;)*

---

Shudder!

That calls to mind the incident that occurred when I was giving a seminar on AD&D to a large audience of dedicated players at a GenCon. Someone asked me how I'd handle a specific situation, and I responded. One fellow in the crowd objected, "but that isn't what the DMG says..."

To that I responded to this effect: "I don't care what the book says. I wrote it, and I am not infallible. In the case just before us the material in the DMG is wrong--as it is anytime the DM over-rules it."

Heh,  
Gary

Quote:

---

*Originally Posted by **TerraDave***

*Esteemed Col. your answer makes perfect sense. Maybe I should rephrase the question: why the long delay before your dieties were shared with the rest of the world? And, did you use "real world" divinities in your original Castle Greyhawk campaign, in addition to Saint Cuthbert of course ;)*

---

Okay :)

That answer is easy. The development of anything akin to a logical pantheon of deities for the world setting took a considerable period of time to complete because we seldom dealt with such entities in play. St. Cuthbert and Pholtus were amusing to the players with cleric PCs so I spent time detailing them. The balance then followed as I brought into play evil deities to serve as villains and to frustrate the aims of the PCs. Only after I had completed the last of the core rules books for AD&D was there time for me to address growing audience interest in the *World of Greyhawk* and its deities. When the version of that setting was ready for publication, the need for a more detailed pantheon of deities was apparent, so that's when the details were set down. That made Len Lakofka happy too, for I brought in the deities he had been using for his campaign:)

Cheers.  
Gary

Quote:

---

*Originally Posted by **Jdvn1***

*Does that mean cartoon shows should start trying to find ways to incorporate roleplaying legends?*

---

I'm there, dude!

Quote:

---

*I wonder if someone could pull off a more adult roleplaying cartoon -- and not offend a lot of people.*

---

As there "adult" cartoons done in Japan, and those shows have not penetrated the "US market, I'd say there's not much chance for that to fly.

Cheers.  
Gary

Good morning, Gary. I always wondered why there were such high ability scores needed to create a Druid, Ranger or Paladin back in OD&D. What was the thinking behind that?

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Shudder!*

*That calls to mind the incident that occurred when I was giving a seminar on AD&D to a large audience of dedicated players at a GenCon. Someone asked me how I'd handle a specific situation, and I responded. One fellow in the crowd objected, "but that isn't what the DMG says..."*

To that I respnded to this effect: "I don't care what the book says. I wrote it, and I am not infalable. In the case just before us the material in the DMG is wrong--as it is anytime the DM over-rules it."

Heh,  
Gary

Amen. All you Rules Lawyers hear that?

---

Col\_Pladoh

Thursday, 24th February, 2005, 03:39 PM

Quote:

---

Originally Posted by **oldschooler**

Actually, what I was really thinking of was the products you use in certain situations, not so much the rules themselves.

For example:

When playing OD&D, do you stick with the original set with maybe the Greyhawk supplement (or all the supplements) or go with a later set (like Moldvay's Basic or the Rules Cyclopedia). Do you even acknowledge any difference in the various incarnations?

We are playing the three-booklet version of D&D now, and I don't use any supplements, just rules changes I have made to give greated viability to the beginning characters.

Quote:

---

Or:

When you play AD&D, how much of say, *Unearthed Arcana* do you actually tend to use? Are the paladins in your games a subclass of fighters or cavaliers? That's the kind of stuff I've been wondering about in your old school gaming sessions:D

When we play AD&D i use all the core rules, including the material in the UA book, or not. If the group is really old school, then we do not use the UA changes. I can enjoy DMing either way, so the players decide what they prefer.

Cheers,  
Gary

---

MrFilthylke

Thursday, 24th February, 2005, 03:40 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

To that I respnded to this effect: "I don't care what the book says. I wrote it, and I am not infalable. In the case just before us the material in the DMG is wrong--as it is anytime the DM over-rules it."

Makes me think of that saturday night live skit with William Shatner at a con...

I'm sure you have numerous funny stories from cons. :)

---

Col\_Pladoh

Thursday, 24th February, 2005, 03:42 PM

Quote:

---

Originally Posted by **andargor**

Just a quick note to say hi to Gary. :)

Will there be a Part MMCLII? :D

Andargor

From your lips to God's ear there will be!

I won't mind being around for another couple of decades :eek:

Show 20 post(s) from this thread on one page

---

andargor

Thursday, 24th February, 2005, 03:42 PM

Quote:

---

*Originally Posted by **Ferox4****Amen. All you Rules Lawyers hear that?*

---

Loud and clear. :)

I'm our group's rule lawyer, and I'm there for the sake of consistency. I see myself as a resource for the DM, who would rather concentrate on the story but who'd like to follow the rules as much as possible. Occasionally, he changes things to fit a situation, and that's OK. I point it out, and he simply says "it works that way for now".

Andargor

---

Col\_Pladoh

Thursday, 24th February, 2005, 03:46 PM

Quote:

---

*Originally Posted by **Ferox4****Good morning, Gary. I always wondered why there were such high ability scores needed to create a Druid, Ranger or Paladin back in OD&D. What was the thinking behind that?*

---

To assure that everybody and their pet monkeys too didn't create druid, paladin, and ranger PCs. Those are the sort of figures that are supposed to be few and far between. the same applies to the monk class, of curse.

Quote:

---

*Amen. All you Rules Lawyers hear that?*

---

You aren't going to have much positive response from the audience for new D&D I fear :\

---

Cheers,  
Gary

---

Ferox4

Thursday, 24th February, 2005, 04:00 PM

Quote:

---

*Originally Posted by **Col\_Pladoh****You aren't going to have much positive response from the audience for new D&D I fear :\

---**Cheers,  
Gary*

---

They can wag their tongues ad infinitum, it won't sway me from the fact that this game was designed to be played any way a group sees fit. There are no rules, there are only guidelines, and, moreover,

Quote:

---

*THE REFEREE IS THE FINAL ARBITER OF ALL AFFAIRS IN HIS OR HER CAMPAIGN.*

---

Cheers, and many thanks for all the fun I've had playing this wonderful game.

---

Orius

Friday, 25th February, 2005, 02:52 AM

Quote:

---

*Originally Posted by **Col\_Pladoh****You aren't going to have much positive response from the audience for new D&D I fear :\

---*

Well as someone who likes the new rules, I have to say those who'd complain haven't read the rules very well. The very first thing in the PHB

(unless they changed it in the revision) is Rule 0: "Check with your Dungeon Master. Your Dungeon Master (DM) may have house rules or campaign standards that vary from the standard rules." As a DM I rather liberally interpret that rule to shoot down all rules lawyer protests.

IMO, I don't think it really matters which rules a group uses, if the DM is competent and fair. By fair I mean not just a DM who goes out of his way to kill PCs off, but also one who tries to make sure they're challenged as well, since it's not fair (or really fun) for the PCs to easy victories all the time.

---

grodog

Friday, 25th February, 2005, 04:48 AM

Quote:

---

*Originally Posted by **Steverooo***

*So much for his entry in the 1e [Rogue's Gallery](#), then! ;-p*

---

Heh. Robilar's **Rogues Gallery** entry doesn't mention him being a ranger, unless you have a different version of the RG than I do, Steve ;)

---

Jdvn1

Friday, 25th February, 2005, 05:04 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I'm there, dude!*

---

There's that "dude" again! Next thing we know, you'll be rockin' it out with Metallica or something. :cool:

Well, Gary, I don't like to ask a lot of questions about the origins of D&D. I like to read the stuff and get its flavor, but I get the impression that that's what *everyone* asks you. So I like to ask you different stuff, like when I asked you about your favorite cuisine.

Anyway, I have an Origin of D&D question now. Nowadays, there's d20 Modern, d20 Future, et cetera. I don't keep up with all the different varieties. My question is this: How much of this did you think of at the beginning? When you made OAD&D, did you think, "Oh, we could make modern-day or futuristic classes too and have a different setting!"? Did you make plans for that sort of thing or were you trying to keep it fantasy-only?

---

Beckett

Friday, 25th February, 2005, 05:45 AM

A question on past adventures; I'm preparing to run Temple of Elemental Evil for my group (the campaign starts this Saturday). In the introduction, you mention a willingness to share the tale of how your group did in the adventure.

Now, I have a pretty good idea how I'm going to handle this monster of a module, but I'd love to hear some stories of how the original group fared (and yes, I know you also say to ask you at a con, but with expenses, I don't think I'll be making it to one anytime soon, so I hoped these forums might suffice).

---

DeadlyUematsu

Friday, 25th February, 2005, 06:21 AM

Game designing question here, relevant to AD&D...

Say I wanted to emulate the 'child of destiny' archetype, would it be effective to have such a character start ridiculously weak, but grow quickly in power (shorter needs of experience) and abilities (class features)? On the opposite side, what about a 'veteran hero in decline', someone who is initially very powerful but nary develops in power or ability (greater needs of experience and fewer class features)? Are these viable (if not, effective) ways of going about this?

---

Col\_Pladoh

Friday, 25th February, 2005, 02:36 PM

Quote:

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*Originally Posted by **Ferox4***

*They can wag their tongues ad infinitum, it won't sway me from the fact that this game was designed to be played any way a group sees fit.*

*There are no rules, there are only guidelines, and, moreover,*

*...*

*Cheers, and many thanks for all the fun I've had playing this wonderful game.*

---

Some gamers want more structure than others. We can't fault that ;)

Thank you for the good words,  
Gary

---

Col\_Pladoh

Friday, 25th February, 2005, 02:45 PM

Quote:

---

*Originally Posted by **Jdvn1***

*There's that "dude" again! Next thing we know, you'll be rockin' it out with Metallica or something. :cool:*

---

I'm down with that...

Quote:

---

*Well, Gary, I don't like to ask a lot of questions about the origins of D&D. I like to read the stuff and get its flavor, but I get the impression that that's what everyone asks you. So I like to ask you different stuff, like when I asked you about your favorite cuisine.*

---

Heh, and as with questions about my favorite book, the answer was general and lengthy :lol:

Quote:

---

*Anyway, I have an Origin of D&D question now. Nowadays, there's d20 Modern, d20 Future, et cetera. I don't keep up with all the different varieties. My question is this: How much of this did you think of at the beginning? When you made OAD&D, did you think, "Oh, we could make modern-day or futuristic classes too and have a different setting!"? Did you make plans for that sort of thing or were you trying to keep it fantasy-only?*

---

The fact is I wanted to be able to mix genres--not use the A/D&D rules to play other genres, but means of mixing genres. Thus we had fantasy forces comprised of orcs led by an Evil cleric meeting and fighting with a Nazi anti-partizan company, and fought the battle out on a table top. I had PCs sent to the Starship Warden to tangle with *Metamorphosis Alpha* characters. No need to go on, you get the idea.

Cheers,  
Gart

---

oldschooler

Friday, 25th February, 2005, 02:47 PM

Quote:

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*Originally Posted by **Jdvn1***

*Anyway, I have an Origin of D&D question now. Nowadays, there's d20 Modern, d20 Future, et cetera. I don't keep up with all the different varieties. My question is this: How much of this did you think of at the beginning? When you made OAD&D, did you think, "Oh, we could make modern-day or futuristic classes too and have a different setting!"? Did you make plans for that sort of thing or were you trying to keep it fantasy-only?*

---

Not to interrupt the Colonel, but my reading of the original booklets indicated that "D&D" was to be a general RPG (hence the inclusion of John Carter of Mars). Fantasy was just a fun starting point before referees started going nuts with the flying saucers and WWII squads, etc.. Do correct me if I'm being misleading!

---

Col\_Pladoh

Friday, 25th February, 2005, 02:59 PM

Quote:

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*Originally Posted by **Beckett***

*A question on past adventures; I'm preparing to run Temple of Elemental Evil for my group (the campaign starts this Saturday). In the introduction, you mention a willingness to share the tale of how your group did in the adventure.*

*Now, I have a pretty good idea how I'm going to handle this monster of a module, but I'd love to hear some stories of how the original group fared (and yes, I know you also say to ask you at a con, but with expenses, I don't think I'll be making it to one anytime soon, so I hoped these forums might suffice).*

---

Whoa!

You ask that in direct contravention of what I request in the book...

Fortunately, after more than two decades have passed since I penned that, most of the details have been forgotten. Were it otherwise, I would be castigating you for expecting me to write a long essay to satisfy your curiosity. Here's what I recall immediately:

After a lot of adventuring fun in Hommlet, and a foray into Nulb, the team went into the ToEE, explored, fought, withdrew, and came back again repeatedly. Robilar went in alone, smashed some magically shut gates with a pillar, and freed Zugtmoy. Scenario over.

If you would like more details, see me in person at a con when there's a group reminiscing over a few pints of ale. I'm sure I can thus recall a few more details and repeating them will then not be a demand on time and effort :eek:

Cheers,  
Gary

---

Col\_Pladoh

Friday, 25th February, 2005, 03:07 PM

Quote:

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*Originally Posted by **DeadlyUematsu***

*Game designing question here, relevant to AD&D...*

*Say I wanted to emulate the 'child of destiny' archetype, would it be effective to have such a character start ridiculously weak, but grow quickly in power (shorter needs of experience) and abilities (class features)? On the opposite side, what about a 'veteran hero in decline', someone who is initially very powerful but rarely develops in power or ability (greater needs of experience and fewer class features)? Are these viable (if not, effective) ways of going about this?*

---



Seems to me those are character development questions relevant to a novel, not to the design of a game...

In writing a novel, you need not worry about any "class", simply establish the matter in your background exposition and ongoing revelation of details of the environment, cast of characters, and through dialog mainly insight into their personality, morals, ethics, and motives. comments and character recollections are used in this and sketching out the past history of leading figures in the story.

Finally, the take you have the promising child and fading hero themes is well in hand.

Cheers,  
Gary

---

Ferox4

Friday, 25th February, 2005, 04:18 PM

Quote:

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*Originally Posted by **Col\_Pladoh***

*Some gamers want more structure than others. We can't fault that ;)*

---

Agreed. By all means, make the game yours.

Cheers

---

Vargo

Friday, 25th February, 2005, 04:43 PM

Quote:

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*Originally Posted by **DeadlyUematsu***

*Game designing question here, relevant to AD&D...*

*Say I wanted to emulate the 'child of destiny' archetype, would it be effective to have such a character start ridiculously weak, but grow quickly in power (shorter needs of experience) and abilities (class features)? On the opposite side, what about a 'veteran hero in decline', someone who is initially very powerful but nary develops in power or ability (greater needs of experience and fewer class features)? Are these viable (if not, effective) ways of going about this?*

---

I'm going to throw an answer out there from another RPG (Mekton Zeta, if anybody is curious) - their solution was that some "rookie" characters started off with only a basic level of skill, but they got 2x the experience, while others started off at roughly 4th-6th level (that would be my guess - the system was skill based) but gained experience normally. You could do something similar...

---

SuStel

Friday, 25th February, 2005, 05:16 PM

Missing players

Hi, Gary! Thanks for answering my previous question about detail and materials. You only missed one part: if another referee took up your prepared notes for a game, how much sense would they make to him?

I have another question for you, this one relating to the early games in the '70s. How did you deal with "missing" players? That is, did adventuring parties typically leave the dungeon at the end of every game session, or did they decide to stop the game in the middle of the adventure, to resume it the next time the game was on? If the latter, how did you handle characters for those players who couldn't make it to the game? Since you've told us that you often had a score of people crammed into your basement to play D&D, such a solution must have caused a lot of problems.

When I suggest to players that the party will want to leave the dungeon before we wrap up the game for the evening, I usually get bewildered looks. Such an attitude is apparently not the trend among gamers today.

How did you handle this back then? How do you handle it now?

---

weasel fierce

Friday, 25th February, 2005, 06:36 PM

Cheers, and I hope this thread isnt completely dead.

First, let me start out with the predictable : Thanks for creating the RPG as we know it. Im sure some people played make-believe before D&D, but the guilt of all our skipped classes, loss of sleep, collection of obscure books and aching feet from stepping on dice or toy soldiers, must rest squarely on your shoulders :)

I do however have a few questions, that I hope you may be of assistance with.

Im curious as to, in the early D&D games, how much character and personality did the players put into the PC's ? How much did they differ in personality, or was the PC mainly a mechanical way to interact with hte game ?

How much involvement did you have with the creation of the Moldway/Cook or Mentzer D&D rules ? Im personally a big fan of Mentzer's D&D, and still play it from time to time. My players tend to be fans of a bit more character detail though, so its mostly AD&D 1 (with some elements of 2nd edition)

In AD&D, I wonder about the bard's connection to druids. Where did the inspiration for this come from ?

Likewise the Rangers use of magic user spells, as opposed to more nature based magic. Was the ranger originally intended as something else than the foresting, robin hood type ?

Do you have a webpage or similar, where the changes you have made to oD&D could be found ? Im sure there's a lot of people who would love to have a shot at "gygaxian" D&D :)

Did you ever have players who wanted to play their character as a different class than what they had picked ? How did you handle such situations ?

Do you ever use alternate means of earning XP, such as story or objective goals (i.e. party earns 1000 xp for reaching the heart of the dungeon, where the artifact lies or some such) or rewards for good roleplaying ? How much of the earned XP do you recommend coming from such sources, as opposed to killing and looting XP (traditionally the main source of experience points)

Cheers and best of wishes from a Dane in Oregon

---

Jdvn1

Friday, 25th February, 2005, 07:14 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I'm down with that...*

---

Diggity. :)

Quote:

---

*Heh, and as with questions about my favorite book, the answer was general and lengthy :lol:*

---

That's why we like them! Good way to pass the time.

Quote:

---

*The fact is I wanted to be able to mix genres--not use the A/D&D rules to play other genres, but means of mixing genres. Thus we had fantasy forces comprised of orcs led by an Evil cleric meeting and fighting with a Nazi anti-partizan company, and fought the battle out on a table top. I had PCs sent to the Starship Warden to tangle with Metamorphosis Alpha characters. No need to go on, you get the idea.*

*Cheers,  
Gart*

---

First of all, that's a seriously cool idea and I need to use that.

Second of all, Gart is a name I need to use for my next PC. :D

---

oldschooler

Friday, 25th February, 2005, 10:31 PM

OH-erth, orth, erth or oith? How do you usually pronounce many Greyhawk terms? I usually consider the "O" to be silent (Oeridian being pronounced er-RID-eean). But then, I didn't create the world, I just like to use it;)

---

warlord

Saturday, 26th February, 2005, 05:21 AM

Mr. Gygax did you invent the RPG?

Sir Elton

Saturday, 26th February, 2005, 05:54 AM

Hi Gary,

It's nice to see you back. I'm forging ahead, expanding from the usual Sword and Sorcery genre and experimenting with some new forms. I found that Sword and Sorcery is boring if one plays in it all the time.

To compare, I think the usual D&D, some of the stuff you did, as hamburgers or hot dogs. Great to have as a staple diet; but not good to eat all the time. So, I'm experimenting with new genre crossovers. Still fantasy, but with some important elements of science fiction added in.

My current project, which has to do with Atlantis, deals with these new genre crossovers. I imagined a highly knowledgeable society. One that deals in science and technology, and to show it, I decided that psionics will be king. However, opposition to my vision is really destroying the game's original intent. I may be radical, but I am only following what my imagination and logic dictates.

Gary, I am very thankful for what you have opened for me. It has expanded my imagination to new heights. And while I have my detractors for my vision of fantasy, I'm grateful for you producing the Dungeons and Dragons game. I am very grateful that my grandparents bought me a copy of the D&D Red Box. I had doubts about finding a low cost outlet for my creativity, and you provided one.

D&D is truly a game "where anything you want to happen, does happen."

Beckett

Saturday, 26th February, 2005, 07:11 AM

Quote:

*Originally Posted by Col\_Pladoh**If you would like more details, see me in person at a con when there's a group reminiscing over a few pints of ale. I'm sure I can thus recall a few more details and repeating them will then not be a demand on time and effort :eek:**Cheers,  
Gary*

Fair enough. In retrospect, considering the size of the module, I guess even a partial recap would be a lengthier story than I had first thought.

I guess I will have to eventually budget in a con, and Gary's bar tab :)

Joseph Elric Smith

Saturday, 26th February, 2005, 01:34 PM

I didn't know that Gary designed any weapons. I think the Rocket propelled grenade was invented quite a while ago :)

ken

Quote:

*Originally Posted by warlord**Mr. Gyax did you invent the RPG?*

Col\_Pladoh

Saturday, 26th February, 2005, 04:18 PM

Quote:

*Originally Posted by SuStel**Hi, Gary! Thanks for answering my previous question about detail and materials. You only missed one part: if another referee took up your prepared notes for a game, how much sense would they make to him?*

Well blast! sorry to have missed that. If the Gm was familiar with my style, imaginative, and enjoyed winging play, the notes would serve well, as they did for Rob Kuntz. Otherwise, they would be disappointing at best. Imagine: "5-8 bugbears, guard with m s +2 damage, each 10-60 g; c trapdoor/trap with spikes in NW leads to niche with 1-2 random magic items."

Quote:

*I have another question for you, this one relating to the early games in the '70s. How did you deal with "missing" players? That is, did adventuring parties typically leave the dungeon at the end of every game session, or did they decide to stop the game in the middle of the adventure, to resume it the next time the game was on? If the latter, how did you handle characters for those players who couldn't make it to the game? Since you've told us that you often had a score of people crammed into your basement to play D&D, such a solution must have caused a*

*lot of problems.*

---

Generally, parties left the dungeon at the end of a session so PCs could get their experience point awards, resupply, and heal. that was a must i insisted upon for large groups. If the party was of small size and wished to remain active in any location awaiting the next session, then the usual manner for managing a missing player was that he was ill and able only to move along with the others, not do any other sort of action.

Quote:

---

*When I suggest to players that the party will want to leave the dungeon before we wrap up the game for the evening, I usually get bewildered looks. Such an attitude is apparently not the trend among gamers today.*

---

Instruct, do not request :]

Quote:

---

*How did you handle this back then? How do you handle it now?*

---

See above, and this is one area where I have not changed much...

Cheers,  
Gary

---

Col Pladoh

Saturday, 26th February, 2005, 04:39 PM

Quote:

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*Originally Posted by **weasel fierce***

---

*Im curious as to, in the early D&D games, how much character and personality did the players put into the PC's ? How much did they differ in personality, or was the PC mainly a mechanical way to interact with the game ?*

---

The main thrust for most players back then was the action, so a few PCs were unnamed, and we referred to them rather caustically as "Joe's fighter," or "Bob' cleric."

The core group, the regulars, were much more concerned with developing their PCs, interacting with each other and some NPCs in character.

Quote:

---

*How much involvement did you have with the creation of the Moldway/Cook or Mentzer D&D rules ? Im personally a big fan of Mentzer's D&D, and still play it from time to time. My players tend to be fans of a bit more character detail though, so its mostly AD&D 1 (with some elements of 2nd edition)*

---

Moldvay and Cook worked under the Blumes afgtter 1981, so I had little input in their work.

Frank Mentzer worked directly under me. He would sketch out what he planned, and I would comment. He then would move forward as agreed to, the creative part then as he saw fit knowing the game and my style.

Quote:

---

*In AD&D, I wonder about the bard's connection to druids. Where did the inspiration for this come from ?*

---

Historically, bards were a class of druid. We don't know much at all about what the druids did in their religious practices, but we know their organization into three branches--the priests, lawyers (ovates), and bards.

Quote:

---

*Likewise the Rangers use of magic user spells, as opposed to more nature based magic. Was the ranger originally intended as something else than the foresting, robin hood type ?*

---

Ask the originator of the class, Joe Fischer. I polished his original material for The Strategic Review, and all the readers loved it the way it was, to it remained in that general form for the AD&D game.no sense in fixing something that isn't broken as far as most players go.

Quote:

---

*Do you have a webpage or similar, where the changes you have made to oD&D could be found ? Im sure there's a lot of people who would love to have a shot at "gygaxian" D&D :)*

---

No, that game is the property of others, not me.

Quote:

---

*Did you ever have players who wanted to play their character as a different class than what they had picked ? How did you handle such situations ?*

---

Yes. I made them create now PCs.

Quote:

---

*Do you ever use alternate means of earning XP, such as story or objective goals (i.e. party earns 1000 xp for reaching the heart of the dungeon, where the artifact lies or some such) or rewards for good roleplaying ? How much of the earned XP do you recommend coming from such sources, as opposed to killing and looting XP (traditionally the main source of experience points)*

---

I gave XP awards for clear thinking, use of spells, clever solutions to problems, and sometimes for repartee. Determining what constitutes good roleplaying is situational and subjective. Most other awards are based on action and easy to determine. Basing XP awards thus means no players felt discriminated against. Besides, all of the players scorned amateur theater and loved hack & slash, so it was quite difficult for me to have them enjoy much in the way of yakking unless i worked very hard to make a scenario that was interesting to them and demanded roleplaying that came naturally because of the circumstances established.

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 26th February, 2005, 04:47 PM

Quote:

---

*Originally Posted by **oldschooler***

*OH-erth, orth, erth or oith? How do you usually pronounce many Greyhawk terms? I usually consider the "O" to be silent (Oeridian being pronounced er-RID-eean). But then, I didn't create the world, I just like to use it;)*

---

Say it as "Oi-th" as if you were from Brooklyn, and that's the way I pronounce it. That annoys all who take a fantasy world far too seriously :p

Heh,  
Gary

---

Col\_Pladoh

Saturday, 26th February, 2005, 04:49 PM

Quote:

---

*Originally Posted by **warlord***

*Mr. Gygas did you invent the RPG?*

---

I suppose that is the case, if you ignore the children's game of "Let's Pretend" that's been around for a lot of centuries. I can state I am the author of the first formal RPG...

:D  
Gary

---

Col\_Pladoh

Saturday, 26th February, 2005, 04:54 PM

Quote:

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*Originally Posted by **Beckett***

*...  
I guess I will have to eventually budget in a con, and Gary's bar tab :)*

---

That's the proper spirit lad! also keep in mind, the better the booze, the more elequent the tale related :lol:

Now I am off to mind another Q&A thread before I pick up where I left off in the developmental editing of a ms.

Cheers,  
Gary

---

SuStel

Saturday, 26th February, 2005, 07:05 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*If the Gm was familiar with my style, imaginative, and enjoyed winging play, the notes would serve well, as they did for Rob Kuntz. Otherwise, they would be disappointing at best. Imagine: "5-8 bugbears, guard with m s +2 damage, each 10-60 g; c trapdoor/trap with spikes in NW leads to niche with 1-2 random magic items."*

---

Wonderful! This is exactly the sort of thing I was looking for. I am reminded of Judge's Guild's *Tegel Manor*, which was published in this very... er, manner.

Quote:

---

*Generally, parties left the dungeon at the end of a session so PCs could get their experience point awards, resupply, and heal. that was a must i insisted upon for large groups. If the party was of small size and wished to remain active in any location awaiting the next session, then the usual manner for managing a missing player was that he was ill and able only to move along with the others, not do any other sort of action.*

...

*Instruct, do not request :]*

---

Heh. I tend to use strong persuasion. These days I usually announce this policy before the start of the game, to get past the inevitable eyebrow-waggling of incredulity before the action begins.

Many thanks for the informative replies! Oh, and will the aggrieved relatives of the recently-late Old Guard Kobolds be taking their sweet revenge soon? :]

---

Tuzenbach

Saturday, 26th February, 2005, 07:50 PM

Gary,

Thanks for answering my question about "The Tomb Of Horrors" and 'role-playing' equating to death within such. 'Twas very enlightening.

I was curious about something. What are your views regarding **magical aging**, both in 1E and how the rules currently work in 3E? IMHO, today's rules governing magical aging are nothing more than the RPG version of "Affirmative Action" for all races who's lifespan neither meets nor exceeds 160 years.

Back in 1E, I liked the idea that if the party met with a ghost, it was OK for the humans, half-orcs, and halflings to immediately run from it and have the elves and dwarves deal with the foe. That circumstance made ghosts more frightening and gave long-lived races a certain kind of "specialness". Granted, 1E held that dwarves and elves could advance no further than 10th or 14th level respectively, but that's neither here nor there.

Also, back in 1E I was kind of a 'rules-lawyer'. I had a character who was a Drow (ambidexterity) specializing in darts (ordinarily 4 thrown darts per round but double it due to ambidexterity) who always carried a couple of **potions of speed**. My view was that if one such potion was imbibed, his rate of fire would increase from 8 to 16. If the second potion was taken, his rate of fire would then jump to 32. In fact, I kept this knowledge to myself until such a time that I was able to single-handedly knock off a 100-hit-point-plus black dragon! Ah, ignorant DM's can be so fun. :-)

Anyway, was it your intention for the Drow's ambidexterity to double his number of attacks? And were potions of speed cumulative with each other to a probable infinity? I only ask because I could never find anything in the rules opposing my theories. And if a Drow lives to be 1000+, who cares about a bit of magical aging, 'ya know?

Again, humble apologies if these sorts of questions were answered in previous Q&A's. But if so, just let me know and I'll go look for them. Thank you!

---

weasel fierce

Saturday, 26th February, 2005, 09:23 PM

Quote:

---

*Originally Posted by Col\_Pladoh*

*Frank Mentzer worked directly under me. He would sketch out what he planned, and I would comment. He then would move forward as agreed to, the creative part then as he saw fit knowing the game and my style.*

---

Did you ever get a chance to play "his" D&D ?

In that regard, I am also curious as to your thoughts on the races as classes, vs races with classes argument and difference between D&D and AD&D. I personally like, and can see reasonings for both, but was it part of the original idea of D&D, or did it just pan out because the first rules didn't really have a lot of classes, and the cleric and wizard were not appropriate for hobbits and such anyways ?

Quote:

---

*Originally Posted by Col\_Pladoh*

*Historically, bards were a class of druid. We don't know much at all about what the druids did in their religious practices, but we know their organization into three branches--the priests, lawyers (ovates), and bards.*

*Ask the originator of the class, Joe Fischer. I polished his original material for The Strategic Review, and all the readers loved it the way it was, to it remained in that general form for the AD&D game.no sense in fixing something that isn't broken as far as most players go.*

---

Makes sense, and much obliged. In my own tabletop games, I must admit to using the 2nd edition bard, as I prefer the bard being immediately available, rather than the somewhat clunky multiclass system of 1st edition. I think I will definately run them with druidic magic though, now.

Thanks much for your answers and your taking the time to answer the loads of questions, we throw at you :)

I do have a couple of additional questions though (its like taxes, there's always another one lurking)

When did the change of the hobbit / halfling from a warrior type to a rogue type take place ? More interestingly, what brought about this change ? Simply differentiating from the dwarf ?

AD&D notes that NPC elf and dwarf clerics exist, and such also made appearances in Mentzer's D&D (the gazeteers) but AD&D prohibited players from having a cleric. (untill UA anyway). What was the thoughts behind this, and what prompted the change ? How do you do it at your table?

I know you are a wargamer or at least used to be. What nationalities or armies do you generally play, when you have a chance ?

Finally, have you ever had Danish beer ?

Cheers!

---

oldschooler

Saturday, 26th February, 2005, 11:08 PM

Three questions, each spaced a bit so as not to strain the brain too much...

I like your pronunciation of Oerth, sounds like Bugs Bunny. What about a couple of other commonly confusing names: Oeridian and Flanaess? I usually pronounced them er-RIDI-an and flan-ESS, how's about you?

What's your favorite alcoholic drink (assuming it's safe for you to drink of course;) )? Mine is usually Canadian beer (especially *lite* or *ice* varieties) or maybe the odd rum with Coke.

Big one: I have very few players (if any) at any given time. Should they each use more than one character, or should I just cut down on encounter strengths in published adventures? I'd hate to slice the number of critters in, say, Castle Zagyg by half or more! How many characters have you allowed a player to run at one time in the same adventure?

---

Gray Mouser

Sunday, 27th February, 2005, 12:41 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I gave XP awards for clear thinking, use of spells, clever solutions to problems, and sometimes for repartee.*

---

XP for repartee? Heh, the influence of Jack Vance is quite obvious here, Gary. But I'm not sure of Cugel would've gotten much for clear thinking ;)

Gray Mouser

---

Krieg

Sunday, 27th February, 2005, 01:54 AM

Quote:

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*Originally Posted by **weasel fierce***

*Likewise the Rangers use of magic user spells, as opposed to more nature based magic. Was the ranger originally intended as something else than the foresting, robin hood type ?*

---

To be fair Rangers *did* receive Druid spells as well as MU ones.

Quote:

---

*Originally Posted by **Joseph Elric Smith***

*I didn't know that Gary designed any weapons. I think the Rocket propelled grenade was invented quiet a while ago :)*  
*ken*

---

Grrr, someone beat me to the smartalec punch!

---

oldschooler

Sunday, 27th February, 2005, 02:25 AM

This isn't an attempt to highjack the thread at all, I merely wish to direct Gary's attention to another, similar, thread I started over at Dragonsfoot (like he's really got the time:confused: ):

<http://www.dragonsfoot.org/forums/vi...=161453#161453>

Sorry for the intrusion, please continue posting away:D

---

Col\_Pladoh

Sunday, 27th February, 2005, 04:26 PM

Quote:

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*Originally Posted by **SuStel***

*Wonderful! This is exactly the sort of thing I was looking for. I am reminded of Judge's Guild's Tegel Manor, which was published in this very... er, manner.*

---

Back in those days it was common to make the erroneous assumption that all the GMs who would use a published adventure were able to manage it by creating details off the cuff as it were.

Quote:

---

...

*Many thanks for the informative replies! Oh, and will the aggrieved relatives of the recently-late Old Guard Kobolds be taking their sweet revenge soon? :]*

---

I was thinking about having a division of the Old Guard Trolls come looking for revenge, but that wouldn't be cricket :uhoh:

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 27th February, 2005, 04:44 PM

Quote:

---

*Originally Posted by **Tuzenbach***

*Gary,*

*Thanks for answering my question about "The Tomb Of Horrors" and 'role-playing' equating to death within such. 'Twas very enlightening.*

---

Glad to be of service.

Quote:

---

*I was curious about something. What are your views regarding **magical aging**, both in 1E and how the rules currently work in 3E? IMHO, today's rules governing magical aging are nothing more than the RPG version of "Affirmative Action" for all races who's lifespan neither meets nor exceeds 160 years.*

*Back in 1E, I liked the idea that if the party met with a ghost, it was OK for the humans, half-orcs, and halflings to immediately run from it and have the elves and dwarves deal with the foe. That circumstance made ghosts more frightening and gave long-lived races a certain kind of "specialness". Granted, 1E held that dwarves and elves could advance no further than 10th or 14th level respectively, but that's neither here nor there.*

---

I don't care to make comparisons between OAD&D and new D&D. I will say, though, that I concur with your evaluation of the aging effects in the original game, and that human and non-long-lived PCs were meant to flee opponents who could age them, that being more fearsome even than level loss!

As for level limits for demi-humans, there was none on the thief aspect, and in my estimation, and such PC that hit the maximum levels possible was either playing for a very long time or in a Monty Haul campaign. It took me five years to work my dwarf fighter, Zigby, to his level limit. He didn't go on all that many adventures as my single PC, but he was there getting half experience on many a big-time foray with Mordenkainen and/or Bigby and the rest.

[QUOTE/Also, back in 1E I was kind of a 'rules-lawyer'.[QUOTE/]  
go stand in the corner for an hour :]

Quote:

---

*I had a character who was a Drow (ambidexterity) specializing in darts (ordinarily 4 thrown darts per round but double it due to ambidexterity) who always carried a couple of **potions of speed**. My view was that if one such potion was imbibed, his rate of fire would increase from 8 to 16. If the second potion was taken, his rate of fire would then jump to 32. In fact, I kept this knowledge to myself until such a time that I was able to single-handedly knock off a 100-hit-point-plus black dragon! Ah, ignorant DM's can be so fun. :-)*

*Anyway, was it your intention for the Drow's ambidexterity to double his number of attacks? And were potions of speed cumulative with each other to a probable infinity? I only ask because I could never find anything in the rules opposing my theories. And if a Drow lives to be 1000+, who cares about a bit of magical aging, 'ya know?*

*Again, humble apologies if these sorts of questions were answered in previous Q&A's. But if so, just let me know and I'll go look for them. Thank you!*

---

Well...

I suppose that the Drow ambidexterity would extend to hand-thrown missiles, so you were not off base there. An ambidextrous character can attack twice, yes, but of course that means no shield, and a penalty on the second attack is usual, eh? You were well out in left field though claiming speed potions were cumulative. I can't blame you, though, as I have attempted to bulldoze GMs in like manner when i was power gaming :uhoh:

Realistically, a drow character would care about losing 1% of his lifespan on a regular basis, don't you think?

cheers,  
Gary

---

Col\_Pladoh

Sunday, 27th February, 2005, 05:02 PM

Quote:

---

*Originally Posted by **weasel fierce***

*Did you ever get a chance to play "his" D&D ?*

---



Of course I played in Frank's campaign now and again. His game and style were never radical.

Quote:

---

*In that regard, I am also curious as to your thoughts on the races as classes, vs races with classes argument and difference between D&D and AD&D. I personally like, and can see reasonings for both, but was it part of the original idea of D&D, or did it just pan out because the first rules didnt really have a lot of classes, and the cleric and wizard were not appropriate for hobbits and such anyways ?*

---

As I have said elsewhere, I don't see any real value in regards my comments on such matters, as the game systems in question now belong to WotC. I did what I did and its now water long gone under the bridge. Whatever you do doesn't need valadition from me.

Quote:

...

*I do have a couple of additional questions though (its like taxes, there's always another one lurking)*

*When did the change of the hobbit / halfling from a warrior type to a rogue type take place ? More interestingly, what brought about this change ? Simply differentiating from the dwarf ?*

---

See above regarding my comments on such matters.

Quote:

---

*AD&D notes that NPC elf and dwarf clerics exist, and such also made appearances in Mentzers D&D (the gazeteers) but AD&D prohibited players from having a cleric. (untill UA anyway). What was the thoughts behind this, and what prompted the change ? How do you do it at your table?*

---

Ditto.

Quote:

---

*I know you are a wargamer or at least used to be. What nationalities or armies do you generally play, when you have a chance ?*

---

I liked any Ancient period force, any Medieval one (especially one with horse archers--and I still have several hundred 40mm Hauser figurines)).I had Brunswickers for Napoleonics, but I happily played any command from Austrian to Russian, English or French. As for WWII I had a fair number of US troops and AFVs, including a lot of conversions--all lost when Don Kaye died.

Quote:

---

*Finally, have you ever had Danish beer ?*

*Cheers!*

---

Yes indeed, and I like Danish beer as it has flavor and some bite to it. I thoroughly dislike all light and American popular beers with no character, and flavorless pilsners brewed anywhere are not to my taste.

I generally drink Samuel Adams Boston Ale, Gunies Stout, Samuel Smith Porter or Nut Brown Ale, or several of the offerings from a local brewery, New Glarus Brewing that offer a good ale (Fat Squirrel) and many special sorts throughout the year.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 27th February, 2005, 05:13 PM

Quote:

---

*Originally Posted by **oldschooler***

*Three questions, each spaced a bit so as not to strain the brain too much...*

*I like your pronunciation of Oerth, sounds like Bugs Bunny. What about a couple of other commonly confusing names: Oeridian and Flanaess? I usually pronounced them er-RIDI-an and flan-ESS, how's about you?*

---

Close enough;)

Quote:

---

*What's your favorite alcoholic drink (assuming it's safe for you to drink of course;) )? Mine is usually Canadian beer (especially lite or ice varieties) or maybe the odd rum with Coke.*

---

See above regarding beer. I am much given to premier grand cru class French wines, top of the line champaign included. As for the rest, as with cusine, my taste is far reaching, running from fine Armagnac through Rakki to whiskies of all sorts. What I am not much fond of are the sweet liquors, although I do like virtually all sorts of rum.

All that said, I can't abide more than a few drinks, and my usual intake is a glass of wine before dinner and one with the meal. On special occassions I'll have a cocktail or similar apertif before that and a digestif after a major dining experience :cool:

Quote:

*Big one: I have very few players (if any) at any given time. Should they each use more than one character, or should I just cut down on encounter strengths in published adventures? I'd hate to slice the number of critters in, say, Castle Zagyg by half or more! How many characters have you allowed a player to run at one time in the same adventure?*

I allow the players to decide the matter. If they enjoy playing two or three PCs and manage that well, why not? I used to do that a lot, as I couldn't schedule my RPG time to suit the group, so I'd have solo-games DMed for me, often as I did other work.

Cheers,  
Gary

Col\_Pladoh

Sunday, 27th February, 2005, 05:14 PM

Quote:

*Originally Posted by **Gray Mouser***

*XP for repatee? Heh, the influence of Jack Vance is quite obvious here, Gary. But I'm not sure of Cugel would've gotten much for clear thinking ;)*

*Gray Mouser*

But imagine the awards Cugel would receive for amusing the GM!!!

Heh,  
Gary

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All times are GMT +1. The time now is 03:51 PM.

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## Gray Mouser

Monday, 28th February, 2005, 03:13 PM

Quote:

*Originally Posted by Col\_Pladoh**But imagine the awards Cugel would receive for amusing the GM!!!**Heh,  
Gary*

Heh, true enough. Speaking of Vancian Role-Playing, I was wondering if you've ever played the *Dying Earth* RPG? I personally have not, although from what I have read about it the game sounds like it would be a fun time if you had a group of Vance fans playing.

Gray Mouser

## Gray Mouser

Monday, 28th February, 2005, 03:49 PM

Hey Gary, I picked up my first issue of *Dungeon* last year when Rob published an updated version of *Maure Castle*. It credits both Rob and yourself for the adventure but I was wondering if you had gotten a chance to revisit the place of Mordenkainen's petrification with said Archmage and his companions or if you simply helped Rob update the manuscript but didn't engage in any play testing.

BTW, the "Swords and Sorcery - in Wargaming" essay was quite good. Glad they republished it as I was 3 when it first appeared :)

Gray Mouser

## Gray Mouser

Monday, 28th February, 2005, 06:10 PM

Colonel, I was just thinking. My first D&D adventure in *The Keep on the Borderlands* still has a place in my memory. Do you recall your first D&D adventure? The PC you used? The setting/scenario? How about the first time Mordenkainen was taken out for a spin? Any recollections there?

Gray Mouser

## RFisher

Monday, 28th February, 2005, 06:51 PM

A couple of *Chainmail* questions:

When the combat tables say "1 die per man", do they mean 1 die per man (20 dice per figure) or 1 die per figure (1 die per 20 men)? (I've known people to interpret it both ways.)

Under Heroes, does "They have the fighting ability of four figures" mean that they are equivalent to 4 men or 80 men?

I understand that hero v. hero would be resolved on the Fantasy Combat Table. Hero v. normal forces would be resolved on the regular Combat Table. (The hero being classed as heavy foot, armored foot, light horse, &c. as fit the particular hero.) But were heroes & other things from the Fantasy Supplement ever used with the man-to-man rules? If so, how?

OK, that was three questions...

## Tuzenbach

Monday, 28th February, 2005, 09:40 PM

Quote:

*Originally Posted by Col\_Pladoh**Well...**I suppose that the Drow ambidexterity would extend to hand-thrown missiles, so you were not off base there. An ambidextrous character can attack twice, yes, but of course that means no shield*

Of course! As a matter of fact, I very rarely assigned shields to my characters. I always meant for them to have a sort of a roguish flavor. I mean, if you look at movies like "Krull" and such, NONE of the "good guys" had shields or helmets or even plate mail. Thus, I tried to follow suit whenever possible. Armour heavier/bulkier than normal chain I tended to shun. Plus, there's just so much more you can do shieldless than shield-burdened.

In any event, the Drow in question was (and still is!) a Fighter/Assassin. Stealth is crucial. Can't climb walls, move silently, hide in shadows, etc. shielded.

Quote:

---

Originally Posted by **Col\_Pladoh**

*and a penalty on the second attack is usual, eh?*

---

Erm, what? Are you referring to the "off-hand" attack? I took the Drow's ambidexterity to mean they had NO off-hand and, thus, no off-hand penalty.

Quote:

---

Originally Posted by **Col\_Pladoh**

*You were well out in left field though claiming speed potions were cumulative. I can't blame you, though, as I have attempted to bulldoze GMs in like manner when i was power gaming :uhoh:*

---

Ah, if only that'd been in the rulebooks, I would have had a better childhood! ;)

Quote:

---

Originally Posted by **Col\_Pladoh**

*Realistically, a drow character would care about losing 1% of his lifespan on a regular basis, don't you think?*

---

You mean .01% of his life, surely. There I go again, rules-lawyering like a madman. Actually, I had only meant for this multi-speed thing to be a sort of "secret weapon". Afterall, where was he to get replacements for the spent potions on a regular basis? Hence, it was only ever used once.

FWIW, I had worked the rules that multi-speed (and/or haste) would equate to quadrupling the years of life lost. Thus:

1 potion = 1 year lost  
2 potions = 4 years lost  
3 potions = 16 years lost

Etc.....

The bottom line was, if you had the years to spare and/or a healthy supply of potions of longevity/elixirs of life, this was the "secret weapon" for you. Or for me, anyway. The real tricky bit was figuring out how to store 9-score darts on your person!

---

SuStel

Monday, 28th February, 2005, 09:50 PM

Quote:

---

Originally Posted by **RFisher**

*A couple of Chainmail questions:*

---

I'm not Gary, but I'm pretty sure I know the answer to these.

Quote:

---

*When the combat tables say "1 die per man", do they mean 1 die per man (20 dice per figure) or 1 die per figure (1 die per 20 men)? (I've known people to interpret it both ways.)*

---

Usually, once you establish how many men a figure represents, the word *man* means *figure*.

Where the combat tables say "1 die per man," it means "1 die per figure."

If you have an army of 20 figures, do you *really* think they expected you to roll 400 dice? :eek:

Quote:

---

*Under Heroes, does "They have the fighting ability of four figures" mean that they are equivalent to 4 men or 80 men?*

---

80 men is rather extreme, even for a hero. It's 4 men. Besides, that's why D&D Heroes have 4 hit dice (and Superheroes have 8 hit dice).

Quote:

---

*I understand that hero v. hero would be resolved on the Fantasy Combat Table. Hero v. normal forces would be resolved on the regular Combat Table. (The hero being classed as heavy foot, armored foot, light horse, &c. as fit the particular hero.) But were heroes & other things from the Fantasy Supplement ever used with the man-to-man rules? If so, how?*

---

Gary will have to answer the historical question, but I'm sure they were. I imagine this is the sort of question that led directly to D&D. "Okay, I know how a Hero fights 20 men. But what if the Hero fights only four men?"

---

RFisher

Tuesday, 1st March, 2005, 04:14 PM

Thanks for your response, SuStel.

Quote:

---

Originally Posted by **SuStel**

*If you have an army of 20 figures, do you really think they expected you to roll 400 dice? :eek:*

---

All I can say is that I've seen people play it that way. Typically they'd have less than 20 figures on the table & they would be resolved in parts. (e.g. First resolve these three figures v. these two over here, then resolve those two figures v. those two over there.) Eventually every figure has taken some casualties so they're rolling less than 20 dice per figure.

Quote:

---

Originally Posted by **SuStel**

*80 men is rather extreme, even for a hero. It's 4 men. Besides, that's why D&D Heroes have 4 hit dice (and Superheroes have 8 hit dice).*

---

Ah, but if a hero is equivalent to 4 men, but you normally roll 1 die per 20 men, that means you'd have to roll 0.2 dice per hero. :)

---

johnsemlak

Tuesday, 1st March, 2005, 05:14 PM

Gary

Was it your choice to include references to Baba Yaga in the 1e DMG? Was it intended for her to be a historical figure on Greyhawk? Was there any particular reason for the choice?

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:19 PM

Quote:

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Originally Posted by **Gray Mouser**

*Heh, true enough. Speaking of Vancian Role-Playing, I was wondering if you've ever played the Dying Earth RPG? I personally have not, although from what I have read about it the game sounds like it would be a fun time if you had a group of Vance fans playing.*

Gray Mouser

---

Hi 'Mouser,

Regretably I haven't had the chance to see, let alone play, the *Dying Earth* RPG. Not many GMs hereabouts, and it's a foregone conclusion I haven't the time to manage a new game system and run a campaign...

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:25 PM

Quote:

---

Originally Posted by **Gray Mouser**

*Hey Gary, I picked up my first issue of Dungeon last year when Rob published an updated version of Maure Castle. It credits both Rob and yourself for the adventure but I was wondering if you had gotten a chance to revisit the place of Mordenkainen's petrification with said Archmage and his companions or if you simply helped Rob update the manuscript but didn't engage in any play testing.*

*BTW, the "Swords and Sorcery - in Wargaming" essay was quite good. Glad they republished it as I was 3 when it first appeared :)*

Gray Mouser

---

As you likely suspected, I reviewed the ms. but didn't do any play-testing. Actually, considering Rob's veteran status, not much of that sort of thing is needed.

Glad you enjoyed the essay. I suppose you weren't much into wargaming when it was originally published :uhoh:

Heh,  
Gary

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:31 PM

Quote:

---

Originally Posted by **Gray Mouser**

*Colonel, I was just thinking. My first D&D adventure in The Keep on the Borderlands still has a place in my memory. Do you recall your first D&D adventure? The PC you used? The setting/scenario? How about the first time Mordenkainen was taken out for a spin? Any recollections there?*

Gray Mouser

---

Well,  
My first PC was a fighter named Yrag, back in 1972. Mordenkainen came into being about the first month of 1973. That's about all that I can recall with any level of certainty. I was very much engrossed in game creation then, devising mechanics and writing rules and in between time making dungeon levels and populating them for the ever-growing group of players I had continually knocking on the door for adventure sessions.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:39 PM

Quote:

---

*Originally Posted by **RFisher***

*A couple of Chainmail questions:*

*When the combat tables say "1 die per man", do they mean 1 die per man (20 dice per figure) or 1 die per figure (1 die per 20 men)? (I've known people to interpret it both ways.)*

---

Read "man" as "figure" and you have it. One die is just that...

[QUOTE]Under Heroes, does "They have the fighting ability of four figures" mean that they are equivalent to 4 men or 80 men?[QUOTE]  
Heroes are used only in Man-to-Man play, so one is equal to four normal men.

Quote:

---

*I understand that hero v. hero would be resolved on the Fantasy Combat Table. Hero v. normal forces would be resolved on the regular Combat Table. (The hero being classed as heavy foot, armored foot, light horse, &c. as fit the particular hero.) But were heroes & other things from the Fantasy Supplement ever used with the man-to-man rules? If so, how?*

---

i am quite at a loss to answer that, as the Hero and all the other Fantasy supplement figures were employed only in the play of Man-to-Man games, never in the mass system where one figure equalled 20.

Quote:

---

*OK, that was three questions...*

---

"I've answered three questions,  
and that is enough..."

Cheers,  
Gary (alias Charles Dodson)

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:53 PM

Quote:

---

*Originally Posted by **Tuzenbach***

*Of course! As a matter of fact, I very rarely assigned shields to my characters. I always meant for them to have a sort of a roguish flavor. I mean, if you look at movies like "Krull" and such, NONE of the "good guys" had shields or helmets or even plate mail. Thus, I tried to follow suit whenever possible. Armour heavier/bulkier than normal chain I tended to shun. Plus, there's just so much more you can do shieldless than shield-burdened.*

*In any event, the Drow in question was (and still is!) a Fighter/Assassin. Stealth is crucial. Can't climb walls, move silently, hide in shadows, etc. shielded.*

---

Only in the movies. while berserkers might have gotten by with such foolishness, once warfare became as organized as it had been before the Dark Ages, the value of armor was fully understood. the Swiss Pikemen had littlesave for front rank men, but their weapons kept opponents at bay, their crossbowmen keeping enemy missile units occupied.

Quote:

---

*Erm, what? Are you referring to the "off-hand" attack? I took the Drow's ambidexterity to mean they had NO off-hand and, thus, no off-hand penalty.*

---

Does anyone use common sense? Even an ambidextrous person can't hammer two nails at the same time with equal skill...

Quote:

---

*Ah, if only that'd been in the rulebooks, I would have had a better childhood! ;)*

---

The game is for thinking folks, eh ;)

Quote:

---

*You mean .01% of his life, surely. There I go again, rules-lawyering like a madman. Actually, I had only meant for this muti-speed thing to be a*

---

*sort of "secret weapon". Afterall, where was he to get replacements for the spent potions on a regular basis? Hence, it was only ever used once.*

---

Yuppers, my bad. I had the wish spell in mind, a 10-year aging effect. and single-use with a year lost would not be a factor to any adventurous, long-lived demi-human, I agree,

Quote:

---

*FWIW, I had worked the rules that mult-speed (and/or haste) would equate to quadrupling the years of life lost. Thus:*

*1 potion = 1 year lost  
2 potions = 4 years lost  
3 potions = 16 years lost*

*Etc.....*

---

Just say NO to over-potioning!

Quote:

---

*The bottom line was, if you had the years to spare and/or a healthy supply of potions of longevity/elixirs of life, this was the "secret weapon" for you. Or for me, anyway. The real tricky bit was figuring out how to store 9-score darts on your person!*

---

As for the latter, any PC that had such a thing in my campaign would have been continually besieged with parties of NPC adventurers and monsters seeking to loot his store of potions.

In regards the darts, as the DM i'd have suggested that the PC with them was in "porcupine mode," darts feathers outwards :lol:

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 1st March, 2005, 05:57 PM

Quote:

---

*Originally Posted by **johnsemlak***

*Gary*

*Was it your choice to include references to Baba Yaga in the 1e DMG? Was it intended for her to be a historical figure on Greyhawk? Was there any particular reason for the choice?*

---

Short answer:)

I liked Baba Yaga since i was age three and my mother read stories about her to me from *Jack & Jill* magazine. So all references to said legendary Russian witch were directly from me. She appears in three forms in the *Legendary Pantheons* work, all of them demi-deital.

Cheers,  
Gary

---

Gray Mouser

Tuesday, 1st March, 2005, 06:40 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Glad you enjoyed the essay. I suppose you weren't much into wargaming when it was originally published :uhoh:*

---

Heh, not that my parents have ever mentioned :p

I have played both "Axis and Allies", "Conquest of the Empire" and Avalon Hill's "The War of the Ring." Those are probably the closest I have come to wargaming in my day. Out of the three "Conquest of the Empire" was probably the most fun as I really enjoyed the ancient civilization period it was set in.

Gray Mouser

---

TerraDave

Tuesday, 1st March, 2005, 09:48 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I generally drink Samuel Adams Boston Ale, Guniess Stout, Samuel Smith Porter or Nut Brown Ale, or several of the offerings from a local brewery, New Glarus Brewing that offer a good ale (Fat Squirrel) and many special sorts throughout the year.*

*Cheers,  
Gary*

---

Ah good, we are back to food and drink...

...to link back to my earlier question, I would recomend Newcastle Brown Ale, not too hard to find here in the States, and from Northumberland, home of St. Cuthbert and not far from his remains at Durham

I am actually going to be using Homlet (again) in the campaign, and have made this the official ale for our game ;)

---

Darrin

Tuesday, 1st March, 2005, 10:53 PM

Regarding the Flannae

Gary,

I haven't really played DnD all that long, I started just a few months before 3.5 came out. Anyhow, the last game I participated in was Greyhawk, utilizing 3.5 rules mixed with the old Greyhawk setting. I was particularly fond of the Flan set of humans, as they were a unique blend of Native American culture and celtic. I found that the Flan were the oldest in the Greyhawk Setting, yet they seemed to have the least information on them. The best I found was the Living Greyhawk Gazetteer, and even that was skimpin on the details. Why is it that the oldest people in Greyhawk have the least information? Is there anyway I can get a good background of them. Also, I noticed that the LGG had samples of different languages, yet I did not see an example of the Flan language. Would that be because, like the Navajo, they had no written language. Any expanding on this topic that you can do will me most helpful.

Or -- anyone else for that matter.

Lost in Greyhawk, Darrin

---

dead

Tuesday, 1st March, 2005, 11:56 PM

Dear Gary: A hypothetical situation

Dear Gary,

If you won a million, trillion, squillion dollars and purchasing back the rights to D&D was just a drop in the ocean, would you:

- a) Not even bother buying back the rights for D&D. That's behind you now. You would use all your money to promote and publish LA.
- b) Buy back the rights and personally author the 4th edition the way \*you\* think it should be.
- c) Buy back the rights and act as a consultant/creative director but otherwise focus on LA.
- d) Buy back the rights but leave it unchanged.

Also, what would you do with GH if you bought back the rights. Would you:

- 1) Dump it as a setting. It's seen its time.
- 2) Dump all material after you left and begin again from the '83 boxed set.
- 3) Acknowledge WotC/TSR's "canon" version and take it up from there.

I'm very interested to hear your comments.

Thank you.

---

mistere29

Wednesday, 2nd March, 2005, 12:50 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Yuppers, my bad. I had the wish spell in mind, a 10-year aging effect. and single-use with a year lost would not be a factor to any adventurous, long-lived demi-human, I agree,*

Gary

---

Somewhere in the DMG is a chart that has age modifiers for demi-humans. The gist of it is that magical aging assumes a human life span. If a race lives twice as long as humans, for example, then all aging effects are doubled.

Plus there is always the system shock roll.

---

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:18 PM

Quote:

---

Originally Posted by **Gray Mouser**

*Heh, not that my parents have ever mentioned :p*

*I have played both "Axis and Allies", "Conquest of the Empire" and Avalon Hill's "The War of the Ring." Those are probably the closest I have come to wargaming in my day. Out of the three "Conquest of the Empire" was probably the most fun as I really enjoyed the ancient civilization*



period it was set in.

Gray Mouser

---

Those aren't board wargames amigo. Real wargamers have played *Drang Nacht Osten* for a few weeks before giving up, or else know and play 20 Avalon Hill Company military game titles and have a collection of SPI games (never played usually).

Cheers,  
Gary

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:23 PM

Quote:

---

*Originally Posted by **TerraDave****Ah good, we are back to food and drink...**...to link back to my earlier question, I would recomend Newcastle Brown Ale, not too hard to find here in the States, and from Northumberland, home of St. Cuthbert and not far from his remains at Durham**I am actually going to be using Homlet (again) in the campaign, and have made this the official ale for our game ;)*

---

Not only have I had a few pints of Newcastle, but I've enjoyed a variety of real ales locally brewed in the pubs of Old Blighty :lol:

Most of my group have to drive some distance home after a game session, so we don't get to enjoy much in the way of good brews when we play...and when I drink alone i prefer to be by myself ;)

Cheerio,  
Gary

MrFilthylke

Wednesday, 2nd March, 2005, 03:28 PM

Quote:

---

*Originally Posted by **Col\_Pladoh****...and when I drink alone i prefer to be by myself ;)*

---

Kinda the definition of *drinking alone* ;)

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:28 PM

Quote:

---

*Originally Posted by **Darrin****Gary,**I haven't really played DnD all that long, I started just a few months before 3.5 came out. Anyhow, the last game I participated in was Greyhawk, utilizing 3.5 rules mixed with the old Greyhawk setting. I was particularly fond of the Flan set of humans, as they were a unique blend of Native American culture and celtic. I found that the Flan were the oldest in the Greyhawk Setting, yet they seemed to have the least information on them. The best I found was the Living Greyhawk Gazetteer, and even that was skimpin on the details. Why is it that the oldest people in Greyhawk have the least information? Is there anyway I can get a good background of them. Also, I noticed that the LGG had samples of different languages, yet I did not see an example of the Flan language. Would that be because, like the Navajo, they had no written language. Any expanding on this topic that you can do will me most helpful.**Or -- anyone else for that matter.**Lost in Greyhawk, Darrin*

---

I have had no input in regards to the WoG since 1985, so you will need to direct your comments and questions to wizards.

I can say that the Flan were not meant to be anything like the American Indians. they were of Hamatic-like racial origin, Negroes if you will. Little is known of them because they were generally absorbed into the waves of other peoples immigrating eastwards through the continent, so their culture was generally lost.

Cheers,  
Gary

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:32 PM

Quote:

---

*Originally Posted by **dead****Dear Gary,*

If you won a million, trillion, squillion dollars and purchasing back the rights to D&D was just a drop in the ocean, would you:

- a) Not even bother buying back the rights for D&D. That's behind you now. You would use all your money to promote and publish LA.
- b) Buy back the rights and personally author the 4th edition the way "you" think it should be.
- c) Buy back the rights and act as a consultant/creative director but otherwise focus on LA.
- d) Buy back the rights but leave it unchanged.

Also, what would you do with GH if you bought back the rights. Would you:

- 1) Dump it as a setting. It's seen its time.
- 2) Dump all material after you left and begin again from the '83 boxed set.
- 3) Acknowledge WotC/TSR's "canon" version and take it up from there.

I'm very interested to hear your comments.

Thank you.

:lol: :lol: :lol:

That is just the sort of useless speculation I never waste my time with. There isn't one chance in a million of anything like that happening, so why expend precious time and thought energy on the subject? That won't be happening with me, as I have so many positive and actual creative things to work on :D

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:37 PM

Quote:

---

Originally Posted by **mistere29**

*Somewhere in the DMG is a chart that has age modifiers for demi-humans. The gist of it is that magical aging assumes a human life span. If a race lives twice as long as humans, for example, then all aging effects are doubled.*

*Plus there is always the system shock roll.*

---

Considering the lifespan for humans subsumed in the game, even an adjusted loss of longevity for use of speed potion is minimal. As for use of system shock, I never employed that for the consumption of potions. In a magical milieu, only a misbrewed potion would be likely to have ill effects on the one quaffing it;)

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 2nd March, 2005, 03:40 PM

Quote:

---

Originally Posted by **MrFilthylke**

*Kinda the definition of drinking alone ;)*

---

Well, I'll usually invite Jack Daniels to join me...

That was one of my favorite tunes of the 80s, of course :uhoh:

Skoal,  
Gary

---

Joseph Elric Smith

Wednesday, 2nd March, 2005, 03:50 PM

Yes George thoughgood and the delaware destroyers  
Ken

---

Semah G Noj

Wednesday, 2nd March, 2005, 03:55 PM

Hello Gary :)

My ex-girlfriend's son and I met you at Milwaukee Gamefest the last two years and you signed his dice box for him. (He insists that all dice contained within roll better.) He had a small plastic container filled with about 100 tiny D6's, which you grabbed and pretended to be about to roll on the table to see how many 6's would come up. It's his favorite story to tell other gamers. So if you've done nothing else in this world, you

brought joy to a 13 year old on that day and ensured his continuing gaming for years to come, and for that he and I both thank you.

And then I realize I have no question. :p

---

TerraDave

Wednesday, 2nd March, 2005, 05:04 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Not only have I had a few pints of Newcastle, but I've enjoyed a variety of real ales locally brewed in the pubs of Old Blighty :lol:*

*Cheerio,  
Gary*

---

<http://www.westfront.de/blighty.htm>

---

TerraDave

Wednesday, 2nd March, 2005, 06:18 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Not only have I had a few pints of Newcastle, but I've enjoyed a variety of real ales locally brewed in the pubs of Old Blighty :lol:*

*Most of my group have to drive some distance home after a game session, so we don't get to enjoy much in the way of good brews when we play...and when I drink alone i prefer to be by myself :)*

*Cheerio,  
Gary*

---

The last time in London, I went to the "Churchill Arms", they pulled a good pint, but the locals came for the Thai food :uhoh:

---

Jdvn1

Wednesday, 2nd March, 2005, 06:23 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I have had no input in regards to the WoG since 1985, so you will need to direct your comments and questions to wizards.*

---

Speaking of which, your name is still on the PHB. Shouldn't you be getting royalties or something? :heh:

---

Gray Mouser

Wednesday, 2nd March, 2005, 07:15 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Those aren't board wargames amigo. Real wargamers have played Drang Nacht Osten for a few weeks before giving up, or else know and play 20 Avalon Hill Company military game titles and have a collection of SPI games (never played usually).*

*Cheers,  
Gary*

---

Heh, I know! Like I said, I was 3 when the "Swords & Sorcery in Wargaming" essay was published :) I'm a young one, I guess, although when it comes to AD&D/D&D I still consider myself a grognard.

Gray Mouser

---

Zudrak

Thursday, 3rd March, 2005, 06:08 AM

Hola

Gary,

I am very glad to see you're doing well and still plugging away on the creative front. I look forward to purchasing the Castle Zagyg series as it is released. :D

My name is Michael and I had emailed back and forth with you a couple of years ago from AOL (Hint: Red 1/4 was my screen name there). Anyway, I wanted to say thanks for responding to the emails and really helping me out, minor though it may seem to be.

Of course, if you need anything edited, my offer is still open. :) It looks like that won't be necessary though, because I have most of the Gyaxian series of books from Troll Lord and they are wonderful. I cannot wait to complete the set.

Sadly, I could not convince my players to try LA as they are set in their 3/3.5E D&D ways. :( I did take a lot of your advice from prior writings though and removed myself from a gaming group where every get-together was a sparring session with a rules-lawyer. We still get together with

her and her family, we just won't play RPG's there any more. :]

I continue to pray for your health and wellness. FWIW, I do hope someday D&D will come back to its founder -- through (mis)adventures just as positive as the 80's ones were negative -- so it can be set aright (in the opinions of some of us grognards!). I still game in 576 +/- CY WoG and enjoy the skeleton you gave us DM's in 1983 . I hope some pro-Gygax fan hits the lottery as mentioned earlier by **d8 a1** in his post -- just to wrench D&D away from Hasbroken and put it in safe hands once again.

Okay, here's my question:

When Francois drafted his OA manuscripts, was it in his plans (or yours) to create a continent on Oerth where the "orient" would exist or was he seeking to create a new continent/setting to be created all on its own? I was wondering if Kara-Tur (which was set on Oerth originally, IIRC, because I set it east of Oerik across the Solnor Ocean from the North Province) was an idea created by you, Francois, or Zeb Cook.

Thanks again for creating a fantastic hobby.

Michael / Zudrak

---

Col\_Pladoh

Thursday, 3rd March, 2005, 04:18 PM

Quote:

---

*Originally Posted by **Semah G Noj***

*Hello Gary :)*

*My ex-girlfriend's son and I met you at Milwaukee Gamefest the last two years and you signed his dice box for him. (He insists that all dice contained within roll better.) He had a small plastic container filled with about 100 tiny D6's, which you grabbed and pretended to be about to roll on the table to see how many 6's would come up. It's his favorite story to tell other gamers. So if you've done nothing else in this world, you brought joy to a 13 year old on that day and ensured his continuing gaming for years to come, and for that he and I both thank you.*

*And then I realize I have no question. :p*

---

Heh,

All right!

cheerio,  
Gary

As the father of six children i confess to really liking yinglings. I am very happy I made the lad's day and gave him something fun to both play and talk about :D

---

RFisher

Thursday, 3rd March, 2005, 04:22 PM

Thanks for the answers, Gary.

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Heroes are used only in Man-to-Man play, so one is equal to four normal men.*

---

So, they make four attacks on the man-to-man table per round?

Quote:

---

*Originally Posted by **Col\_Pladoh***

*i am quite at a loss to answer that, as the Hero and all the other Fantasy supplement figures were employed only in the play of Man-to-Man games, never in the mass system where one figure equalled 20.*

---

Interesting. The whole Fantasy Supplement reads to me as if it is written only for the 1:20 rules. Especially the HEROES description.

---

Col\_Pladoh

Thursday, 3rd March, 2005, 04:29 PM

Quote:

---

*Originally Posted by **TerraDave***

<http://www.westfront.de/blighty.htm>

---

That's a great link :lol:

Cheerio,  
Gary

---

Col\_Pladoh

Thursday, 3rd March, 2005, 04:32 PM

Quote:

Originally Posted by **TerraDave**

*The last time in London, I went to the "Churchill Arms", they pulled a good pint, but the locals came for the Thai food :uhoh:*

I really enjoy the country pubs, and a pub lunch is a great time for me.

For all who can go, try the Old fire Station in ely for dinner :cool:

For those in the Santa Monica, CA ares, try the king's Head Pub for both a black & tan and some pub food.

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 3rd March, 2005, 04:42 PM

Quote:

Originally Posted by **Jdvn1**

*Speaking of which, your name is still on the PHB. Shouldn't you be getting royalties or something? :heh:*

In my settlement and separation from TSR all those rights were signed over to them for deravitve works as they defined them. 2E was by that definition a derivative, so other that a straight reprint of OAD&D falls into that category.

The short answer is no :heh:

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 3rd March, 2005, 04:43 PM

Quote:

Originally Posted by **Gray Mouser**

*Heh, I know! Like I said, I was 3 when the "Swords & Sorcery in Wargaming" essay was published :) I'm a young one, I guess, although when it comes to AD&D/D&D I still consider myself a grognard.*

Gray Mouser

Anyone who has playedfor 10 or more years is likely entitled to that distinction ;)

Cheers,  
Gary

---

Jdvn1

Thursday, 3rd March, 2005, 04:45 PM

Quote:

Originally Posted by **Col\_Pladoh**

*In my settlement and separation from TSR all those rights were signed over to them for deravitve works as they defined them. 2E was by that definition a derivative, so other that a straight reprint of OAD&D falls into that category.*

*The short answer is no :heh:*

Cheers,  
Gary

Dude, sounds like you got screwed. :heh:

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Nathal

Thursday, 3rd March, 2005, 05:07 PM

Quote:

Originally Posted by **Col\_Pladoh**

*In my settlement and separation from TSR all those rights were signed over to them for derivative works as they defined them. 2E was by that definition a derivative, so other than a straight reprint of OAD&D falls into that category.*

I remember reading somewhere that Wizards of the Coast, when still under Peter's reign, paid you and Dave Arneson for any residual rights to the game. I wondered, why was that necessary? In fact, I think I read something about that in Dragon magazine in 2000.

Col\_Pladoh

Thursday, 3rd March, 2005, 05:12 PM

Quote:

Originally Posted by **Zudrak**

Gary,

*I am very glad to see you're doing well and still plugging away on the creative front. I look forward to purchasing the Castle Zagyg series as it is released. :D*

Good thing I managed to get that done before the health problems struck, as the module is a very thorough one that took a lot of work to complete. I do hope you enjoy it. With a capable GM the contents should keep a group happily engaged in adventuring for many, many months.

Quote:

*My name is Michael and I had emailed back and forth with you a couple of years ago from AOL (Hint: Red 1/4 was my screen name there). Anyway, I wanted to say thanks for responding to the emails and really helping me out, minor though it may seem to be.*

That was a while back indeed...

Quote:

*Of course, if you need anything edited, my offer is still open. :) It looks like that won't be necessary though, because I have most of the Gygaxian series of books from Troll Lord and they are wonderful. I cannot wait to complete the set.*

What with the aid of a couple of stalwarts and the TLG staff, and a little after-creation checking from me, things have indeed improved in regards editing. Another set of eyes is always good, though, and you might want to contact Hekaforge and the trolls.

Quote:

*Sadly, I could not convince my players to try LA as they are set in their 3/3.5E D&D ways. :( I did take a lot of your advice from prior writings though and removed myself from a gaming group where every get-together was a sparring session with a rules-lawyer. We still get together with her and her family, we just won't play RPG's there any more. :)*

Ah well, I believe they are missing out on the real FRPG experience, that like the OA/D&D one, but no one can argue with preference in gaming. If you are ever in the Lake Geneva area be sure and let me know, stop by and we'll play some LA...although currently the group is engaged in pure OD&D action :eek:

Quote:

*I continue to pray for your health and wellness. FWIW, I do hope someday D&D will come back to its founder -- through (mis)adventures just as positive as the 80's ones were negative -- so it can be set aright (in the opinions of some of us grognards!). I still game in 576 +/- CY WoG and enjoy the skeleton you gave us DM's in 1983. I hope some pro-Gygax fan hits the lottery as mentioned earlier by **dead** in his post -- just to wrench D&D away from Hasbroken and put it in safe hands once again.*

I can use all the prayers offered on my behalf, and I thank you kindly!

Don't hold your breath in regards to a return of the original game, as it's most improbable. The C&C system from the Trolls is about as close as is ever likely to come to the original material.

Quote:

Okay, here's my question:

*When Francois drafted his OA manuscripts, was it in his plans (or yours) to create a continent on Oerth where the "orient" would exist or was he*

*seeking to create a new continent/setting to be created all on its own? I was wondering if Kara-Tur (which was set on Oerth originally, IIRC, because I set it east of Oerik across the Solnor Ocean from the North Province) was an idea created by you, Francois, or Zeb Cook.*

*Thanks again for creating a fantastic hobby.*

*Michael / Zudrak*

---

Well Michael...

Francois had a map of a continent and some islands to the east, and they were going to be added. The "Orient" was actually to be past them, closer to the West Coast of Oerik.

Zeb took advantage of my being absolutely engrossed in the business affairs of TSR at the time--I was doing my best to keep the company from being forced into receivership, and i succeeded--but he managed to sink Francois' material and use only his own during that time.

BTW, Len Lakofka had an eastern continental addition as well as the Lendore Isles, so what I planned to so was incorporate Francois' and Len's maps with Oerik, complete the lower continent below it, and have a real globe :lol:

So much for plans.

Cheers,  
Gary

---

Voadam

Thursday, 3rd March, 2005, 05:30 PM

Quote:

*Originally Posted by **Col\_Pladoh***

*Well, I'll usually invite Jack Daniels to join me...*

---

. . . and his buddy Jimmy Bean.

---

MrFilthylke

Thursday, 3rd March, 2005, 05:39 PM

Quote:

*Originally Posted by **Col\_Pladoh***

*Well, I'll usually invite Jack Daniels to join me...*

*That was one of my favorite tunes of the 80s, of course :uhoh:*

*Skoal,  
Gary*

---

I see Skoal, and think of chewing tobacco. Tried it once. Decided being ill wasn't very fun and went about my business. :heh:

---

MrFilthylke

Thursday, 3rd March, 2005, 05:39 PM

Quote:

*Originally Posted by **Voadam***

*. . . and his buddy Jimmy Bean.*

---

Those two are common companions in adventure. :)

---

Zudrak

Thursday, 3rd March, 2005, 07:29 PM

Quote:

*Originally Posted by **Col\_Pladoh***

*Good thing I managed to get that done before the health problems struck, as the module is a very thorough one that took a lot of work to complete. I do hope you enjoy it. with a capable GM the contents should keep a group happily engaged in adventuring for many, many months.*

---

I am one person who will be thrilled to see its fruition realized. :cool:

Quote:

*That was a awhile back indeed...*

---

Too true. Because of a transfer, a layoff, and a shattered clavicle (ice hockey injury!), my online life diminished for a few years there. Now, I feel like it has been turned from stone to flesh!



Quote:

---

*What with the aid of a couple of stalwarts and the TLG staff, and a little after-creation checking from me, things have indeed improved in regards editing. another set of eyes is always good, though, and you might want to contact Hekaforge and the trolls.*

---

Thanks, Gary. I will do that.

Quote:

---

*Ah well, I believe they are missing out on the real FRPG experience, that like the OA/D&D one, but no one can argue with preference in gaming. If you are ever in the Lake Geneva area be sure and let me know, stop by and we'll play some LA...although currently the group is engaged in pure OD&D action :eek:*

---

You bet! I'll look you up if ever I come out that way. Too bad my closest relative to your area moved to Kansas years ago. That would have been great -- free room and board!

Maybe as our group gets older, we'll get better. The GOOD news is I have a 2 year old son and I think the rules-light LA would be a great way to get him into role-playing games in a few years. Besides, he plays with my plastic collection of D&D minis and calls them his "men". He's very fond of the mummy, the frost giant, and the executioner. :uhoh:

Quote:

---

*I can use all the prayers offered on my behalf, and I thank you kindly!*

---

You got it. Too many of us Christians talk the talk, but I think a lot of us have to "bring it" if we really want to change the world. (small tangent/parable) That reminds me of a preacher I heard say that a woman complained that Christianity doesn't work because of the suffering and discord in the world. He replied that soap must have failed because there's still plenty of b.o. in the world. Her response was, "No, you have to use it." His answer? So it is with Christianity. We have to use it. :D (end tangent)

Quote:

---

*Don't hold your breath in regards to a return of the original game, as it's most improbable. the C&C system from the Trolls is about as close as is ever likely to come to the original material.*

---

Being a realist, I agree with you there. It makes me want to kick Ms. Williams in the shins. Well, her and a few other people! :) Anyway, my 1st edition books at home tell me that 1st edition is as alive as I want it to be. Maybe I'll get my group to try that someday (especially if my brother, a former 1e player, helps negotiate). I'll probably need a lot of goodies to hand out to win them over (copious amounts of potions, scrolls, beer). I think 3E has spoiled their sweet tooth (sweet teeth?).

Quote:

---

*Well Michael... (snipped) So much for plans.*

---

I agree. Thank you for the answer. At least knowing now what you have disclosed, I can set about putting those plans into place in my own Greyhawk assured that I will have captured the outline, if not the exact form, of your plans for Oerth. Well, that gives me more work to do as a DM when I have finished running my current campaign. Currently we're 95% of the way through G1. I had a blast DM-ing that incredible series in the 1980's and I am ready to do it again (with a replacement [truer] ending for Q1!).

Take care of yourself, Gary, and keep putting out that great fantasy material. I love it. And thank you for making yourself so available to us fans of your creations.

Oh yeah -- any chance we'll see a reprint of the Gord books? I know the graphic novels were shelved, but I was hoping to see Gord re-printed. If not, I plan on finishing my collection through ebay and Amazon sources.

Michael / Zudrak

---

Geoffrey

Thursday, 3rd March, 2005, 08:51 PM

Gary, how much of a skeptic are you regarding paranormal stuff (ghosts, psychic powers, astrology, the occult, etc)?

I for one am a complete skeptic. Reality is one thing, and FRPGs are another. The only ghosts, spells, telepathy, etc. I've ever encountered have been in fantasy games. If such things were real, why doesn't someone cast even the equivalent of a mere first-level spell (not to speak of ninth-level spells)? A ring of invisibility would come in handy as well. :lol:

(Of course, I'm not asking about religious beliefs here.)

---

Gray Mouser

Thursday, 3rd March, 2005, 10:49 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Heh,*

*All right!*

cheerio,  
Gary

*As the father of six children i confess to really liking yinglings. I am very happy I made the lad's day and gave him something fun to both play and talk about :D*

---

You know Gary, the more I learn about you the more it becomes obvious that you are a real class act. Sincerely.

Gray Mouser

---

Gray Mouser

Thursday, 3rd March, 2005, 10:52 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I really enjoy the country pubs, and a pub lunch is a great time for me.*

*For all who can go, try the Old fire Station in ely for dinner :cool:*

*For those in the Santa Monica, CA ares, try the king's Head Pub for both a black & tan and some pub food.*

*Cheers,  
Gary*

---

I have been to England a couple of times and did enjoy the pub food quite a bit. I was just wondering if you'd ever been to the Eagle and Child (aka "the Bird and the Babe")? It's the pub where C.S. Lewis, J.R.R. Tolkien and their friends used to hang out. Over in Oxford, IIRC.

Gray Mouser

---

Gray Mouser

Thursday, 3rd March, 2005, 11:01 PM

Hey Gary, I was just wondering something about the adventure ideas that you included in the Greyhawk boxed set (Werewolves of Menowood, the Mist Golem, Jungle of Lost Ships, etc.). Were any these scenarios ever played in your campaign? (They seem like a great bunch, imho, and I have been thinking of adapting a couple for my online game.)

Gray Mouser

---

Col\_Pladoh

Friday, 4th March, 2005, 03:20 PM

Quote:

---

*Originally Posted by **Voadam***

*. . . and his buddy Jimmy Bean.*

---

Would "Just so," be an appropriate response, or would "FAT!" be better?

Heh,  
Gary

---

Col\_Pladoh

Friday, 4th March, 2005, 03:23 PM

Quote:

---

*Originally Posted by **MrFilthylke***

*I see Skoal, and think of chewing tobacco. Tried it once. Decided being ill wasn't very fun and went about my business. :heh:*

---

Wehn I was about 12 I got the idea that football linemen chewed tobacco, so when I was playing left tackle I took a chaw and got hit really hard. Of course I swallowed the damn stuff and was sick for three days. Ever since the thought of chewing tobacco turns my stomach :eek:

Cheers,  
Gary

---

Col\_Pladoh

Friday, 4th March, 2005, 03:24 PM

Quote:

---

*Originally Posted by **MrFilthylke***

*Those two are common companions in adventure. :)*

---

I take southern comfort in that...

Cheers,  
Gary

---

MrFilthylke

Friday, 4th March, 2005, 03:28 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I take southern comfort in that...*

*Cheers,  
Gary*

---

\*ba-dum-dum\*

Thank you everyone, Mr Gygax will be here all week, try the veal...

:D

---

Col\_Pladoh

Friday, 4th March, 2005, 03:35 PM

Quote:

---

*Originally Posted by **Zudrak***

*Too true. Because of a transfer, a layoff, and a shattered clavicle (ice hockey injury!), my online life diminished for a few years there. Now, I feel like it has been turned from stone to flesh!*

---

Good to learn that you've recovered!

A good chunk of your missive cut in interest of time....

I will say that I have recruited every one of my six children to the gaming hobby, and it stuck on half of them, the three boys ;)

Quote:

---

*You got it. Too many of us Christians talk the talk, but I think a lot of us have to "bring it" if we really want to change the world. (small tangent/parable) That reminds me of a preacher I heard say that a woman complained that Christianity doesn't work because of the suffering and discord in the world. He replied that soap must have failed because there's still plenty of b.o. in the world. Her response was, "No, you have to use it." His answer? So it is with Christianity. We have to use it. :D (end tangent)*

---

I just read an article regarding the positive effect of faith and prayer in regards to surviving illness and healing.

Quote:

---

*Oh yeah -- any chance we'll see a reprint of the Gord books? I know the graphic novels were shelved, but I was hoping to see Gord re-printed. If not, I plan on finishing my collection through ebay and Amazon sources.*

*Michael / Zudrak*

---

the powers that be at *Dragon Magazine* have asked me to pen a gord the rogue short story, and I hope within the next few months to get to that. When I have, i'll then see about finding a publisher that would be interested in reprinting all seven of the books in hardback form. If those sell well, a new paperback edition can follow.

I had agreed to a deal where the books were to be done as graphic novels, but sadly the terrible conditions in the comic and graphic novel market have squelched the arrangement :(

Cheers,  
Gary

---

MrFilthylke

Friday, 4th March, 2005, 03:36 PM

I really wish I had an honest question to ask you, I just more enjoy reading this thread and your sense of humor, good stuff. :)

---

Gray Mouser

Friday, 4th March, 2005, 03:39 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*the powers that be at Dragon Magazine have asked me to pen a gord the rogue short story, and I hope within the next few months to get to that.*

---

Hey Gary, be sure to post which issue that story will be out in when you know. Like the recent issue of *Dungeon* I bought to get Rob's updated "Maure Castle" I'd brave even a 3.x filled *Dragon* to read an exploit or two of Gord's :)

Gray Mouser

Quote:

Originally Posted by **Geoffrey**

Gary, how much of a skeptic are you regarding paranormal stuff (ghosts, psychic powers, astrology, the occult, etc)?

*I for one am a complete skeptic. Reality is one thing, and FRPGs are another. The only ghosts, spells, telepathy, etc. I've ever encountered have been in fantasy games. If such things were real, why doesn't someone cast even the equivalent of a mere first-level spell (not to speak of ninth-level spells)? A ring of invisibility would come in handy as well. :lol:*

*(Of course, I'm not asking about religious beliefs here.)*

Well...

I am not skeptical about poltergeist phenomina and ghosts, because I have experienced both. Also I have had a psychic experience, cognition of something hapening at a distance from me, sight from a distance of about six feet above my head, and two possible astral projection experiences. The potential of the 90% of the brain we can't use is unjknown, /eh?

I don't believe in astrology, magic, or any of the rest of the "occult," though. I am skeptical and it is in my view pure hokum.

Cheers,  
Gary

Quote:

Originally Posted by **Gray Mouser**

*You know Gary, the more I learn about you the more it becomes obvious that you are a real class act. Sincerely.*

Gray Mouser

That is a very kind thing to say:)

The fact is, though, that I love children, and I remember well being just a sprout, so I can still relate. That I have seven grandchildren, a couple now officially adults, helps a lot too...Just call me "Gaffer" :heh:

Cheers,  
Gary

Quote:

Originally Posted by **Gray Mouser**

*I have been to England a couple of times and did enjoy the pub food quite a bit. I was just wondering if you'd ever been to the Eagle and Child (aka "the Bird and the Babe")? It's the pub where C.S. Lewis, J.R.R. Tolkien and their friends used to hang out. Over in Oxford, IIRC.*

Gray Mouser

Sadly no. My one foray to Oxford from Cambridge was only for a tour of the place, and we didn't have time to visit a single pub :(

Cheers,  
Gary

Show 20 post(s) from this thread on one page

---

Col\_Pladoh

Friday, 4th March, 2005, 03:48 PM

Quote:

---

*Originally Posted by **Gray Mouser****Hey Gary, I was just wondering something about the adventure ideas that you included in the Greyhawk boxed set (Werewolves of Menowood, the Mist Golem, Jungle of Lost Ships, etc.). Were any these scenarios ever played in your campaign? (They seem like a great bunch, imho, and I have been thinking of adapting a couple for my online game.)*

---

*Gray Mouser*

---

We never did play them, and when the World of Greyhawk left my perview, I was not about to base any work on what was contained therein, so those springboards are virgin territory.

Cheers,  
Gary

---

gideon\_thorne

Friday, 4th March, 2005, 04:13 PM

Quote:

---

*Originally Posted by **Col\_Pladoh****Sadly no. My one foray to Oxford from Cambridge was only for a tour of the place, and we didn't have time to visit a single pub :(*

---

*Cheers,  
Gary*

---

What a crime! Last time my family visited england my dad was determined to make sure I visited all of them. \*wry smile\* ;)

Pete

---

MrFilthylke

Friday, 4th March, 2005, 04:19 PM

Quote:

---

*Originally Posted by **gideon\_thorne****What a crime! Last time my family visited england my dad was determined to make sure I visited all of them. \*wry smile\* ;)*

---

I like your dad, my kinda guy. :D

---

Zudrak

Friday, 4th March, 2005, 06:37 PM

Quote:

---

*Originally Posted by **Col\_Pladoh****...I will say that I have recruited every one of my six children to the gaming hobby, and it stuck on half of them, the three boys ;)*

I'm thinking my son will be following in my footsteps. Besides, his mom, two uncles, and two aunts all game. Plenty of good gaming influence all around!

Quote:

---

*I just read an article regarding the positive effect of faith and prayer in regards to surviving illness and healing.*

---

I can say that it works for shattered collarbones. I was praying the moment I hit the endboards! :heh:

Quote:

---

*the powers that be at Dragon Magazine have asked me to pen a gord the rogue short story, and I hope within the next few months to get to that. When I have, i'll then see about finding a publisher that would be interested in reprinting all seven of the books in hardback form. If those sell well, a new paperback edition can follow.*

---

That sounds promising. I know a few people (the aforementioned family members above) who would be interested in them, hard- or paperback.

I spent a lot of time the last 24 hours checking out Castles & Crusades. I have to say that I am drooling over the system after reading the review here on EN World. I need to get that PHB!

So, did you have any input into C&C? I did not see your name in the credits, but were you involved at all in its creation. Because it sounds like this is the direction D&D should go in if ever they want to do a 4th edition. I love the fact that combat and preparation times are MUCH shorter. Hallelujah, I can get free of the clutches of "crunch". :D

Thanks, Gary.

Michael

---

**gideon\_thorne**

Friday, 4th March, 2005, 06:42 PM

Quote:

---

*Originally Posted by **Zudrak***

---

*I spent a lot of time the last 24 hours checking out Castles & Crusades. I have to say that I am drooling over the system after reading the review here on EN World. I need to get that PHB!*

---

There are always a few of us C&C folk hanging about on the boards. If you have any questions on the system and need to know where and how to get your hands on a copy of the book(s) (Monsters and Treasure should be out here fairly soon) just give me a buzz.

Always happy to help. :)

Peter

C&C and Zagyg's artsy sketchy dude. :)

---

**gideon\_thorne**

Friday, 4th March, 2005, 06:43 PM

Quote:

---

*Originally Posted by **MrFilthylke***

---

*I like your dad, my kinda guy. :D*

---

\*chuckles\* he's slowing down. The blood has started to saturate his alcohol content. :)

---

**MrFilthylke**

Friday, 4th March, 2005, 07:11 PM

Quote:

---

*Originally Posted by **gideon\_thorne***

---

*\*chuckles\* he's slowing down. The blood has started to saturate his alcohol content. :)*

---

I hate it when that happens \*passes Peter a drink\* :)

---

**T. Foster**

Friday, 4th March, 2005, 08:18 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

---

*the powers that be at Dragon Magazine have asked me to pen a gord the rogue short story, and I hope within the next few months to get to that. When I have, i'll then see about finding a publisher that would be interested in reprinting all seven of the books in hardback form. If those sell well, a new paperback edition can follow.*

---

Very intriguing news and I know I certainly wouldn't mind reading more of Gord's exploits. Are we to presume that this new story would be set within the existing timeline from the novels (in the same manner as Michael Moorcock's various post-*Stormbringer* Elric stories) or might it instead occur after the action in *Dance of Demons*? Surely you wouldn't consider retrofitting Gord into Wizards' current "canonical" Greyhawk!?

---

**Zudrak**

Friday, 4th March, 2005, 09:15 PM

Quote:

---

*Originally Posted by **gideon\_thorne***

---

*There are always a few of us C&C folk hanging about on the boards. If you have any questions on the system and need to know where and how to get your hands on a copy of the book(s) (Monsters and Treasure should be out here fairly soon) just give me a buzz.*

---

*Always happy to help. :)*

*Peter*

Peter,

First off, nice artwork on the books. My internet travels led me to your website. I was impressed. Good work. The cover art for the PHB and M&T book really captures the spirit of Swords & Sorcery, IMO. Here's the link I used:

<http://ravenchilde.com/cncgallery/index.htm>

Secondly, where could I find the PHB? The two closest gaming stores here in South Jersey (near Philadelphia, PA) both closed within the last year, sadly.

Thanks for the assistance, Peter. Once I get the book and look it over, I need to win one player over to get the rest to follow. :] I don't know if I'm looking more forward to trying the game out or having more time to write "fluff" instead of statting out all the crunch of every 3/3.5E monster or NPC. :cool:

---

gideon\_thorne

Friday, 4th March, 2005, 09:49 PM

Quote:

---

*Originally Posted by **Zudrak***

*Peter,*

*First off, nice artwork on the books. My internet travels led me to your website. I was impressed. Good work. The cover art for the PHB and M&T book really captures the spirit of Swords & Sorcery, IMO. Here's the link I used:*

*<http://ravenchilde.com/cncgallery/index.htm>*

---

Cool:) Glad ya like my scrawlings

Quote:

---

*Secondly, where could I find the PHB? The two closest gaming stores here in South Jersey (near Philadelphia, PA) both closed within the last year, sadly.*

*Thanks for the assistance, Peter. Once I get the book and look it over, I need to win one player over to get the rest to follow. :] I don't know if I'm looking more forward to trying the game out or having more time to write "fluff" instead of statting out all the crunch of every 3/3.5E monster or NPC. :cool:*

---

There is a retailer list on the TLG main page. But you can also use a variety of options.

- 1) Order direct from the trolls. (probably the most expedient at this point)
- 2) Pick it up from Amazon.com
- 3) check that same retailer list on the [www.trolllord.com](http://www.trolllord.com) site and see if there is a store nearby
- 4) gohastings.com you could try
- 5) walmart.com
- 6) Barns and Noble, waldenbooks and a few other .coms might still have it available.

Half the first printing went 'wooosh' out the door in the first month (january) so we are scurrying to get an 'erratta fixed' and tidy version ready to go here rather quickly. :)

Peter

---

Col\_Pladoh

Saturday, 5th March, 2005, 10:22 PM

Quote:

---

*Originally Posted by **T. Foster***

*... Surely you wouldn't consider retrofitting Gord into Wizards' current "canonical" Greyhawk!?*

---

Heaven Forefend!

Should I actually write another gord short story, it will be set in the City of Greyhawk and recount an adventure with some shady associate of his from that time in his youthful manhood.

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 5th March, 2005, 10:29 PM

Quote:

---

Originally Posted by **Zudrak**

...

...

*So, did you have any input into C&C? I did not see your name in the credits, but were you involved at all in its creation. Because it sounds like this is the direction D&D should go in if ever they want to do a 4th edition. I love the fact that combat and preparation times are MUCH shorter. Hallelujah, I can get free of the clutches of "crunch". :D*

*Thanks, Gary.*

*Michael*

---

Only in the negative, such as: If you include that kind of crap in the system I'll write the Castle Zagyg material for a plain generic one, and that sort of thing. I did muscle in some skill bundle material that is usable optionally--it appears in the CZ, Yggsgsburch, work. Of course, I tend to generally ignore rules these days, once I know the general mechanics and spirit of a system, who needs rules? Dire emergencies such as blanking out of memory excluded, as are carefully prepared adventures for home use or module publication;)

Cheers,  
Gary

---

Orius

Sunday, 6th March, 2005, 02:03 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Anyone who has played for 10 or more years is likely entitled to that distinction ;)*

---

Wow, only 10 years? I that would include me, although I didn't start playing D&D until well into the 2e years, and I don't consider myself one of the grognards.

---

Wolv0rine

Sunday, 6th March, 2005, 04:59 AM

Quote:

---

Originally Posted by **gideon\_thorne**

*Cool:) Glad ya like my scrawlings*

*Peter*

---

Definitely, *excellent* work you have there.

---

gideon\_thorne

Sunday, 6th March, 2005, 08:01 AM

Quote:

---

Originally Posted by **Wolv0rine**

*Definitely, excellent work you have there.*

---

Thankee kindly.

For myself, I'm most pleased that Gary's allowed me to be part of his vision as it were.

Certainly nice to be living a dream working in the fantasy art field. Never really wanted to do anything else. :)

---

Col\_Pladoh

Sunday, 6th March, 2005, 02:54 PM

Quote:

---

Originally Posted by **Orius**

*Wow, only 10 years? I that would include me, although I didn't start playing D&D until well into the 2e years, and I don't consider myself one of the grognards.*

---

No matter the edition, someone puts in 10 years of dedicated gaming, and is still having at it and loving it, that one is a grognard :eek:

Cheers,  
Gary

---

Garnfellow

Sunday, 6th March, 2005, 03:01 PM



Gary,

Are you in contact with Frank Mentzer? Is he still gaming?

---

Col\_Pladoh

Sunday, 6th March, 2005, 03:29 PM

Quote:

---

*Originally Posted by **Garnfellow***

*Gary,*

*Are you in contact with Frank Mentzer? Is he still gaming?*

---

Howdy!

Yes indeed, Frank and I remain in contact, although it has been several months since I last saw him.

Frank is a most successful businessman nowadays. He and his wife Debbie own a splendid bakery in Minoqua, Wisconsin--about four hours drive straight north from here in Lake Geneva. He is planning to expand into other locations this year, likely.

Anyway, he does still manage to do some gaming and online chatting I believe, despite his very busy schedule. Of course Frank does the massive Gencon auction--see him there.

Cheers,  
Gary

---

Frank Mentzer

Sunday, 6th March, 2005, 11:19 PM

I \*thought\* my ears were burning.

Yah, we recently opened a second store in Wausau (central Wisconsin), and I've been to every GenCon (std & SoCal) since 1979. If you wanna talk auction, check the GenCon message boards at <http://forums.gencon.com/>

As far as gaming, well, it's sparse up here in the northwoods -- the nearest mall is more than 2 hours away -- but my weekly AD&D game (1e/2e with my BECMi liberally sprinkled thru) has been running every Tuesday night (almost) since May 1992.

FM

---

Akrasia

Monday, 7th March, 2005, 12:07 AM

Welcome Frank! :cool:

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## Gary Gygax Q&amp;A, Part VIII

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BOZ

Monday, 7th March, 2005, 05:18 AM

Quote:

*Originally Posted by Col\_Pladoh**No matter the edition, someone puts in 10 years of dedicated gaming, and is still having at it and lovng it, that one is a grognard :eek:**Cheers,  
Gary*

wow, i guess that would include me too, though just barely... (playing regularly since 1990 or so, but with a couple of decent sized gaps with no playing, though never going completely without collecting books or studying the hobby).

Garnfellow

Monday, 7th March, 2005, 11:42 AM

Quote:

*Originally Posted by Frank Mentzer**I "thought" my ears were burning.**Yah, we recently opened a second store in Wausau (central Wisconsin), and I've been to every GenCon (std & SoCal) since 1979. If you wanna talk auction, check the GenCon message boards at <http://forums.gencon.com/>**As far as gaming, well, it's sparse up here in the northwoods -- the nearest mall is more than 2 hours away -- but my weekly AD&D game (1e/2e with my BECMI liberally sprinkled thru) has been running every Tuesday night (almost) since May 1992.**FM*

Great to hear from you, Frank. Do you still run an AOL Aquaria game? I used to enjoy reading the session transcripts, though that must have been ten years or so ago now.

I just checked out your bakery's website. All butter? Right on!

Ron

Monday, 7th March, 2005, 12:25 PM

Quote:

*Originally Posted by Col\_Pladoh**[...]**the powers that be at Dragon Magazine have asked me to pen a gord the rogue short story, and I hope within the next few months to get to that. When I have, i'll then see about finding a publisher that would be interested in reprinting all seven of the books in hardback form. If those sell well, a new paperback edition can follow.**[...]**Cheers,  
Gary*

Any chance you would be able to revise the nomenclature in the novels to make them consistent with Greyhawk? I hope WotC will not complain if you manage to reprint the first two that were published under TSR' brand neither will ask you to take off the references to Greyhawk, like the latter ones.

Zudrak

Monday, 7th March, 2005, 12:37 PM

Question for Gary

Gary,

Besides the typical game-related paraphernalia (DM notes, maps, pictures of rooms a la "Tomb of Horrors" or the Barrier Peaks Expedition), have you used or do you use other props, etc. to accentuate your role-playing? I never have, but I was wondering if there was precedent for it.

Thanks!

TerraDave

Monday, 7th March, 2005, 02:49 PM

Quote:

---

Originally Posted by **Frank Mentzer**

I *"thought"* my ears were burning.

Yah, we recently opened a second store in Wausau (central Wisconsin), and I've been to every GenCon (std & SoCal) since 1979. If you wanna talk auction, check the GenCon message boards at <http://forums.gencon.com/>

As far as gaming, well, it's sparse up here in the northwoods -- the nearest mall is more than 2 hours away -- but my weekly AD&D game (1e/2e with my BECMI liberally sprinkled thru) has been running every Tuesday night (almost) since May 1992.

FM

---

Another Welcome Mr. Mentzer. And your "BECMI", which I remember fondly from my youth, still has its many fans and not a few imitators...the War Machine from "C" being at least one that has been popular with D20 publishers.

---

Col\_Pladoh

Monday, 7th March, 2005, 03:37 PM

Quote:

---

Originally Posted by **Ron**

*Any chance you would be able to revise the nomenclature in the novels to make them consistent with Greyhawk? I hope WotC will not complain if you manage to reprint the first two that were published under TSR' brand neither will ask you to take off the references to Greyhawk, like the latter ones.*

---

That isn't exactly accurate. First, I own all the Gord material, including the two books published by TSR. Second, there was an agreement with TSR regarding use of names from their copyrighted work, and the wording is in the five later Gord novels.

That said, I have no interest in altering the names that appear in any of the seven books.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 7th March, 2005, 03:39 PM

Quote:

---

Originally Posted by **Zudrak**

Gary,

*Besides the typical game-related paraphernalia (DM notes, maps, pictures of rooms a la "Tomb of Horrors" or the Barrier Peaks Expedition), have you used or do you use other props, etc. to accentuate your role-playing? I never have, but I was wondering if there was precedent for it.*

*Thanks!*

---

I usually don't use any other props, but once in a while I will slip something in if I think it will liven things up. The exploding scroll tube is a good example of what I mean.

Cheers,  
Gary

---

francisca

Monday, 7th March, 2005, 03:47 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

*I usually don't use any other props, but once in a while I will slip something in if I think it will liven things up. The exploding scroll tube is a good example of what I mean.*

*Cheers,  
Gary*

---

Boy. Did that bring an evil grin to my face. My poor, poor players.

---

Zudrak

Monday, 7th March, 2005, 04:32 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

*I usually don't use any other props, but once in a while I will slip something in if I think it will liven things up. The exploding scroll tube is a good example of what I mean.*

---

Please tell me you have a good story behind that. I hope I didn't miss or forget it in Dragon... That sounds hilarious.

---

## Captain NeMo

Tuesday, 8th March, 2005, 12:29 PM

:eek: Wow, Gary Gyga...THE guy who seems to be, y'know the father of the D&D game. Kinda suprised he has time to answer questions on online forums...he must be the most in-demand DM ever. No questions from me (yet!) just thought i'd say hi to the coolest guy old enough to be a pensioner. Ever. :p

## Col\_Pladoh

Tuesday, 8th March, 2005, 03:38 PM

Quote:

*Originally Posted by **Zudrak***

*Please tell me you have a good story behind that. I hope I didn't miss or forget it in Dragon... That sounds hilarious.*

Well....

It's nothing arcane, just an actual wooden tube with an end you can rig so that something about as loud as a cap exploded when the tube is opened. The joke backfired on me, though, as son Alex was aware of what I was up to, so he rigged the tube before I did. when I went to set it up...BANG! :]

Heh,  
Gary

## Col\_Pladoh

Tuesday, 8th March, 2005, 03:40 PM

Quote:

*Originally Posted by **Jodjod***

*:eek: Wow, Gary Gyga...THE guy who seems to be, y'know the father of the D&D game. Kinda suprised he has time to answer questions on online forums...he must be the most in-demand DM ever. No questions from me (yet!) just thought i'd say hi to the coolest guy old enough to be a pensioner. Ever. :p*

I always thought Albert Einstein was the model for rockin' old dudes :eek:

Cheers,  
Gary

## Gray Mouser

Tuesday, 8th March, 2005, 08:50 PM

Quote:

*Originally Posted by **Col\_Pladoh***

*Well....*

*It's nothing arcane, just an actual wooden tube with an end you can rig so that something about as loud as a cap exploded when the tube is opened. The joke backfired on me, though, as son Alex was aware of what I was up to, so he rigged the tube before I did. when I went to set it up...BANG! :]*

*Heh,  
Gary*

:lol:

Ah, kids.

Gray Mouser

## Gray Mouser

Tuesday, 8th March, 2005, 08:54 PM

Gary, I have a question for you regarding combat, specifically the charge. IMO, it owuld seem that the only people being able to attack/get attacked at the end of a charge would be the first rank. However, I suppose it would be possible for the first rank to continue their advance (supposing they survived, that is) and the second and following ranks could attack as well. The DMG doesn't specify regarding this, saying simply that:

Quote:

*This action brings the charging party into combat on the charge round...(DMG, p. 66)*

The following note on 8 e v e e at ti e I T h does't specify either. I was hoping you could give a young, non-war gamer a hand :)

Gray Mouser

## Henry

Tuesday, 8th March, 2005, 09:15 PM

Quote:

Originally Posted by **Frank Mentzer**

*I \*thought\* my ears were burning.*

Frank, thanks for stopping by on the forums, and don't be a total stranger! :) I've enjoyed your AD&D work for years, and I hope your business continues to go well.

Ourph

Wednesday, 9th March, 2005, 12:22 AM

Hey Gary. I hope all is well with you.

I have been pondering over the question of what makes a "good" RPG player. Not necessarily what makes for a "skilled" RPG player, but what traits someone should have to make gaming with them a good and rewarding experience. There are a few obvious ones and some definite traits which would undoubtedly exclude someone from the ranks of good players, but I'd be interested in your views (and any tales you might have to relate) on what attributes a good player brings to the table.

And Frank, since you're here too, I'd love to hear your opinion as well.

Thanks both! :)

Tav\_Behemoth

Wednesday, 9th March, 2005, 03:11 AM

Frank, it's good to see you here! Hope you'll continue to grace us with your wisdom.

Gary, I wanted to ask you about one of the recommended & inspirational authors in Appendix N of the DMG: Fredrick Brown. You didn't list any specific works by him, and the writing I know of his is either light comic SF like *Martians*, *Go Home* or mystery novels; neither seems directly relevant to D&D.

Were you thinking of stories Brown wrote in a more sword & sorcery vein, and if so could you give me some pointers where to look for it?

(On a related note, I just got my hands on copies of the *Swords Against Darkness* anthologies and discovered the Kardios stories by Manly Wade Wellman, which are a more direct D&D inspiration than the John the Balladeer tales he's better known for nowadays. Fun stuff!)

Zudrak

Wednesday, 9th March, 2005, 03:37 AM

Quote:

Originally Posted by **Henry**

*Frank, thanks for stopping by on the forums, and don't be a total stranger! :) I've enjoyed your AD&D work for years, and I hope your business continues to go well.*

I echo Henry's thoughts. Hopefully we'll see more of you on the boards, Frank.

Good luck with the bakery business, break an egg! :lol:

(I'll wait for the chorus of boos now..)

gideon\_thorne

Wednesday, 9th March, 2005, 03:50 AM

Quote:

Originally Posted by **Zudrak**

*I echo Henry's thoughts. Hopefully we'll see more of you on the boards, Frank.*

*Good luck with the bakery business, break an egg! :lol:*

*(I'll wait for the chorus of boos now..)*

Oooooohh.... Guess ya didn't get a ri æ out of that one?

yuk yuk yuk... :D

Steverooo

Wednesday, 9th March, 2005, 07:08 AM

Yeah, I coulda been a baker... but I just couldn't raise the dough! (Ba-DUM-bum!) Then I thought, maybe I'll be a Doctor... but I just didn't have the patients. (Ba-DUM-bum!)

OW! That was 2/3 of a pun!... PU! (Ba-DUM-bum!)

Thank you, thank you, I'll be here all week! Try the veal!

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## Gary Gygax Q&amp;A, Part VIII

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Col\_Pladoh

Wednesday, 9th March, 2005, 03:06 PM

Quote:

---

*Originally Posted by **Gray Mouser***

:lol:

Ah, kids.

---

*Gray Mouser*

---

He comes by it naturally.

I double loaded a cigar of my father's, and it was a good thing for me that I was not around when the second one went off...

Cheers,  
Gary

Col\_Pladoh

Wednesday, 9th March, 2005, 03:13 PM

Quote:

---

*Originally Posted by **Gray Mouser****Gary, I have a question for you regarding combat, specifically the charge. IMO, it would seem that the only people being able to attack/get attacked at the end of a charge would be the first rank. However, I suppose it would be possible for the first rank to continue their advance (supposing they survived, that is) and the second and following ranks could attack as well. The DMG doesn't specify regarding this, saying simply that:**The following note on **Melee at the End of Charge** doesn't specify either. I was hoping you could give a young, non-war gamer a hand :)*

---

*Gray Mouser*

---

Most RPGs are not meant to be combat simulations, and that is true of AD&amp;D.

A pike charge (advance at full formed movement rate) will have four ranks attacking the front rank of the defender. They will have four ranks countering if the defenders are likewise pikemen. Otherwise, the front rank attacks the front rank, with the charging attackers moving into space left by wounded/killed defenders, and second rank attackers moving up as well to attack still standing defenders.

The rest really depends on the rules being used, return attacks and morale checks.

Cheers,  
Gary

Gray Mouser

Wednesday, 9th March, 2005, 03:19 PM

Quote:

---

*Originally Posted by **Col\_Pladoh****A pike charge (advance at full formed movement rate) will have four ranks attacking the front rank of the defender. They will have four ranks countering if the defenders are likewise pikemen. Otherwise, the front rank attacks the front rank, with the charging attackers moving into space left by wounded/killed defenders, and second rank attackers moving up as well to attack still standing defenders.*

---

Cool, that's pretty much how I ran things as the four PC's were being charged by a band of hobgoblins. I'm thinking things are looking grim for our heroes, currently, but I guess we'll see how they deal with over 2:1 odds :)

Gray Mouser

Col\_Pladoh

Wednesday, 9th March, 2005, 03:21 PM

Quote:

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*Originally Posted by **Ourph****Hey Gary. I hope all is well with you.*

*I have been pondering over the question of what makes a "good" RPG player. Not necessarily what makes for a "skilled" RPG player, but what traits someone should have to make gaming with them a good and rewarding experience. There are a few obvious ones and some definite traits which would undoubtedly exclude someone from the ranks of good players, but I'd be interested in your views (and any tales you might have to relate) on what attributes a good player brings to the table.*

*And Frank, since you're here too, I'd love to hear your opinion as well.*

*Thanks both! :)*

---

A most subjective question...

About all I care to venture here is that a good RPGer has the following traits:

Extroverted in regards playing  
Knowledge of the genre and his character's role  
Playing to have fun with comrades  
Pays attention to the GM  
Knows and enjoys many things outside of gaming

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 9th March, 2005, 03:27 PM

Quote:

---

*Originally Posted by **Tav\_Behemoth***

*Frank, it's good to see you here! Hope you'll continue to grace us with your wisdom.*

*Gary, I wanted to ask you about one of the recommended & inspirational authors in Appendix N of the DMG: Fredrick Brown. You didn't list any specific works by him, and the writing I know of his is either light comic SF like Martians, Go Home or mystery novels; neither seems directly relevant to D&D.*

*Were you thinking of stories Brown wrote in a more sword & sorcery vein, and if so could you give me some pointers where to look for it?*

*(On a related note, I just got my hands on copies of the Swords Against Darkness anthologies and discovered the Kardios stories by Manly Wade Wellman, which are a more direct D&D inspiration than the John the Balladeer tales he's better known for nowadays. Fun stuff!)*

---

Sorry,

But I refuse to go into the basement and search the stacks there for old Fredric Brown paperbacks :p Thinking back some 35 years or so, I seem to recall a book he wrote, a compilation of short stories titled *Nightmares & Geezenstacks*.

"John the Balladeer"? Ah, you are referring to Wellman's *Odd John* protagonist ;)

Cheers,  
Gary

---

Frank Mentzer

Wednesday, 9th March, 2005, 05:06 PM

Quote:

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*Originally Posted by **Col\_Pladoh***

*Extroverted in regards playing  
Knowledge of the genre and his character's role  
Playing to have fun with comrades  
Pays attention to the GM  
Knows and enjoys many things outside of gaming*

---

To be sure. By my lights tho I would put the "Fun With Comrades" first, emphasis on the *With*.

When I started the RPGA I hoped that my new voting system would encourage higher quality play. I felt vindicated while observing an early Master's-level tournament game. An outstanding player portrayed his role, and then deliberately set up another player with a straight line -- saying clearly (to me at least) "Good gaming isn't hogging the action or the DM, Good Gaming is doing your best on a level playing field... there, I did my thing, so here: gimme your best shot, I'll beat you anyhow!" Great stuff. If everyone is having fun, it works. If someone's not, the experience is tainted.

Frank

---

Semah G Noj

Wednesday, 9th March, 2005, 05:14 PM

Quote:

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*Originally Posted by **Frank Mentzer***

*To be sure. By my lights tho I would put the "Fun With Comrades" first, emphasis on the *With*.*



*When I started the RPGA I hoped that my new voting system would encourage higher quality play. I felt vindicated while observing an early Master's-level tournament game. An outstanding player portrayed his role, and then deliberately set up another player with a straight line -- saying clearly (to me at least) "Good gaming isn't hogging the action or the DM, Good Gaming is doing your best on a level playing field... there, I did my thing, so here: gimme your best shot, I'll beat you anyhow!" Great stuff. If everyone is having fun, it works. If someone's not, the experience is tainted.*

Frank

---

And here I lived outside of Minnocqua for 2 years and shopped at your lovely bakery roughly once a month and never realized you were THAT Frank Mentzer...

---

## Ourph

Wednesday, 9th March, 2005, 06:42 PM

Thanks Gary and Frank. Those are very interesting and thoughtful answers.

Quote:

---

*Originally Posted by **Frank Mentzer***

*"Good gaming isn't hogging the action or the DM, Good Gaming is doing your best on a level playing field... there, I did my thing, so here: gimme your best shot, I'll beat you anyhow!"*

---

I couldn't agree more. Being a good sport, IMO, is as important to being a good gamer as anything I can think of. Kudos to the fellow who inspired you to write that.

---

## Gray Mouser

Thursday, 10th March, 2005, 05:47 AM

Colonel,

I recently reread an old write up that Rob Kuntz did on Robilar. In it Rob lists Robilar's race/ethnicity as Oeridian. Did you ever determine which human ethnicity Mordenkainen and Bigby were? I know the gazeteer says that pure racial stock in the Flanaess is pretty rare for humans, but I was just curious.

Gray Mouser

---

## Col\_Pladoh

Thursday, 10th March, 2005, 03:45 PM

Quote:

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*Originally Posted by **Gray Mouser***

*Colonel,*

*I recently reread an old write up that Rob Kuntz did on Robilar. In it Rob lists Robilar's race/ethnicity as Oeridian. Did you ever determine which human ethnicity Mordenkainen and Bigby were? I know the gazeteer says that pure racial stock in the Flanaess is pretty rare for humans, but I was just curious.*

*Gray Mouser*

---

Actually, no, I never really worried about the ethnic origination of my human PCs. I would assume that Mordenkainen would be mainly of Oeridian stock and that Bigby is from Flan-Suloise background.

Cheers,  
Gary

---

## MrFilthylke

Thursday, 10th March, 2005, 03:51 PM

Quote:

---

*Originally Posted by **Semah G Noj***

*And here I lived outside of Minnocqua for 2 years and shopped at your lovely bakery roughly once a month and never realized you were THAT Frank Mentzer...*

---

Life's funny like that. If we knew then what we know now and all that. :)

---

## Tav\_Behemoth

Friday, 11th March, 2005, 04:31 AM

Quote:

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*Originally Posted by **Col\_Pladoh***

*Sorry, But I refuse to go into the basement and search the stacks there for old Fredic Brown paperbacks :p Thinking back some 35 years or so, I seem to recall a book he wrote, a compilation of short stories titled Nightmares & Geezenstacks.*

---

That's plenty to go on, thanks! What a great title - I can't wait to hunt it down.

If it makes you feel better on those occasions when your basement floods and you have to go sump it out, keep it in mind that the stacks therein are a trove of wondrous treasures which will be cherished by future historians!

---

Col\_Pladoh

Friday, 11th March, 2005, 03:34 PM

Quote:

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*Originally Posted by **Tav\_Behemoth***

*That's plenty to go on, thanks! What a great title - I can't wait to hunt it down.*

*If it makes you feel better on those occasions when your basement floods and you have to go sump it out, keep it in mind that the stacks therein are a trove of wondrous treasures which will be cherished by future historians!*

---

Heh...

There are books stacked in ther attic, first floor, ground floor, and the basement here. Some belonged to distant cousins, some to close relatives, but the majority are those i have acquired. My wife suggests the lot might be donated to a special library after I shuffle off this mortal coil. I think I should have a large pyramid burial with all my stuff packed inside with me :uhoh:

Jesting, of course.

Cheers,  
Gary

---

mark\_j

Friday, 11th March, 2005, 03:57 PM

Gary, I know you are not really keen about answering rules-specific questions, but I was hoping you would honor me with your input on this matter:

OAD&D surprise and missile weapon rate-of-fire:

Grognard the ranger is lying in wait for a group of 6 orcs. He has his trusty longbow at the ready. When the orcs come within short range of his bow, he leaps from cover and makes a successful suprise roll of 1 on the d6, giving him 1 segment of surprise. Now for the question: How many arrows can Grognard fire at the orcs in his surprise segment? Is it the rate of fire tripled as I interpret from the DMG (giving Grognard 6 shots and the opportunity to slay the entire party of orcs)? Or is the intended interpetation something else?

Thanks for your insight.

Mark

---

Tav\_Behemoth

Friday, 11th March, 2005, 04:12 PM

Quote:

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*Originally Posted by **Col\_Pladoh***

*There are books stacked in ther attic, first floor, ground floor, and the basement here. Some belonged to distant cousins, some to close relatives, but the majority are those i have acquired. My wife suggests the lot might be donated to a special library after I shuffle off this mortal coil. I think I should have a large pyramid burial with all my stuff packed inside with me :uhoh:*

---

Sounds good to me - you will, no doubt, rise as a demilich if any of these fabulous artifacts are disturbed :)

---

Zudrak

Friday, 11th March, 2005, 07:08 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*...There are books stacked in ther attic, first floor, ground floor, and the basement here. Some belonged to distant cousins, some to close relatives, but the majority are those i have acquired. My wife suggests the lot might be donated to a special library after I shuffle off this mortal coil. I think I should have a large pyramid burial with all my stuff packed inside with me :uhoh: ...*

---

That's a better idea than the funeral pyre a la "Rocket Gibraltar", I guess. Besides, all those books would take eons to burn out! :eek:

Of course, the crying of us gamers that lost said books would last even longer...

So, Gary, how goes the writing of our favorite castle?

---

WolvOrine

Saturday, 12th March, 2005, 03:30 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Heh...*

*There are books stacked in ther attic, first floor, ground floor, and the basement here. Some belonged to distant cousins, some to close relatives,*

but the majority are those i have acquired. My wife suggests the lot might be donated to a special library after I shuffle off this mortal coil. I think I should have a large pyramid burial with all my stuff packed inside with me :uhoh:

Jesting, of course.

Cheers,  
Gary

When the time finally comes (may it be far, far off) I think someone with loads of cash should build an E. Gary Gygax Museum designed with the Random Dungeon Generator from the 1E DMG. :)

---

## Col\_Pladoh

Saturday, 12th March, 2005, 02:55 PM

Quote:

---

Originally Posted by **mark\_j**

Gary, I know you are not really keen about answering rules-specific questions, but I was hoping you would honor me with your input on this matter:

OAD&D surprise and missile weapon rate-of-fire:

Groggnard the ranger is lying in wait for a group of 6 orcs. He has his trusty longbow at the ready. When the orcs come within short range of his bow, he leaps from cover and makes a successful surprise roll of 1 on the d6, giving him 1 segment of surprise. Now for the question: How many arrows can Groggnard fire at the orcs in his surprise segment? Is it the rate of fire tripled as I interpret from the DMG (giving Groggnard 6 shots and the opportunity to slay the entire party of orcs)? Or is the intended interpretation something else?

Thanks for your insight.

Mark

No tripled fire. The ROF for a longbow is 2 per segment, so he loses two shafts, then might get off two more before the orcs can respond.

Cheers,  
Gary

---

## Col\_Pladoh

Saturday, 12th March, 2005, 02:57 PM

Quote:

---

Originally Posted by **Tav\_Behemoth**

Sounds good to me - you will, no doubt, rise as a demilich if any of these fabulous artifacts are disturbed :)

Heh...

Actually, I would be far more disturbed if the books are not used for some good purpose--information, reading enjoyment, whatever ;)

Cheers,  
Gary

---

## Col\_Pladoh

Saturday, 12th March, 2005, 03:00 PM

Quote:

---

Originally Posted by **Zudrak**

That's a better idea than the funeral pyre a la "Rocket Gibraltar", I guess. Besides, all those books would take eons to burn out! :eek:

Of course, the crying of us gamers that lost said books would last even longer...

So, Gary, how goes the writing of our favorite castle?

It goeth nowhere...

But I am doing well on a developmental edit of the third book in the *Legendary Earth* world setting series, seeing to more volumes in the "Gygaxian Fantasy World" reference book line, as well as seeing to various other business concerns.

Cheers,  
Gary

Show 20 post(s) from this thread on one page



## Col\_Pladoh

Saturday, 12th March, 2005, 03:04 PM

Quote:

*Originally Posted by **Wolv0rine****When the time finally comes (may it be far, far off) I think someone with loads of cash should build an E. Gary Gygax Museum designed with the Random Dungeon Generator from the 1E DMG. :)*

Now there's an idea :lol: A subterranean fun house, where the "treasures" gained from succeeding in getting past the encounters would be viewing exhibits with my stuff on display, maybe a pic of the "victor" doing so as proof of success.

Cheers,  
Gary

## Krieg

Sunday, 13th March, 2005, 08:00 AM

Gary, there is an auction on eBay currently for what the purported first PHB ever sold.

The auction claims the following...

Quote:

*A unique item and a unique story! Tim Jiardini grew up in Lake Geneva, Wisconsin, home to TSR and the birthplace of Dungeons and Dragons. During the summer of 1978, Tim saved and scraped money together to buy the soon to be released Advanced Dungeons and Dragons Player's handbook. Having played D&D with TSR's Dungeon Hobby Shop, employee, Ernie Gygax Tim found out that the AD&D Player's Handbook would be available for the first time and exclusively at The Dungeon Hobby Shop in early August and later that month they'd be available at GenCon XI and around the country. Having testplayed both the Paladin and Ranger classes, Tim was ecstatic for the arrival of the new book.**The first morning the Player's Handbook went on sale, a Saturday, Tim arrived 45 minutes prior to the store opening. The door opened right on time and Ernie Gygax ushered the 14 year old Tim into the store. Ernie opened a box of the Players Handbooks and handed one to Tim. After counting out his money, Ernie handed over the book to Tim and said, "That's the first one ever sold!" Ernie then asked Tim if he wanted it autographed and that "his dad" was right upstairs! Soon Gary Gygax came down and inscribed the book, "The FIRST copy sold! To Tim Jiardini", and autographed it "Gary Gygax".*

Is there any chance that you can confirm the validity of the story & the pedigree of the book in question?

Thanks!

<http://cgi.ebay.com/ws/eBayISAPI.dll...MakeTrack=true>

## Zudrak

Sunday, 13th March, 2005, 08:15 PM

Quote:

*Originally Posted by **Col\_Pladoh****It goeth nowhere...*

Aw, man. Is that because it's all done? :heh:

Quote:

*But I am doing well on a developmental edit of the third book in the Legendary Earth world setting series, seeing to more volumes in the "Gygaxian Fantasy World" reference book line, as well as seeing to various other business concerns.*

I am a big fan of the GFW reference books. I have 4 so far and they are great reads -- let alone great tools for the DM/GM/CK. Anyone who wants some serious assistance in bringing their campaign to life (like I did) would find them most useful.

My Castles & Crusades PHB should arrive tomorrow. I cannot wait. My next target purchase is the Yggsburgh resource for Castle Zagyg (\*cough Greyhawk cough\*).

How often do you and Rob Kuntz communicate regarding the CZ project?

## Nathan P. Mahney

Monday, 14th March, 2005, 11:31 AM

Gary,

First up, I'm a big fan. I've just been reading through some of your old modules, and I'm gearing up to run my newish players through Keep on the Borderlands. It'll be interesting to see how these 3e folks handle 1e characters! So thanks for the game, and thanks for all of the inspiration!

Secondly, you ruined my life! Everyone else talks about how D&D made them better readers, better at math, better at school, etc. But I was an A+ student before I discovered D&D. After that, my grades took a dive, and now I'm eeking out a "living" as a freelance writer. Curse you, Gary Gygax! (No, I love you, really. Just don't let my mum catch you!)

Anyway, because we must ask a question, and because I'm a morbid fellow:

What's the most memorable character death you've seen in all your years of gaming?

Also, what's up with the Thoul? It's a pretty bizarre creature, and I've always wondered what its genesis was.

One more: how do you pronounce Gygax?

---

Col\_Pladoh

Monday, 14th March, 2005, 03:40 PM

Quote:

---

*Originally Posted by **Krieg***

*Gary, there is an auction on eBay currently for what the purported first PHB ever sold.*

*The auction claims the following...*

*Is there any chance that you can confirm the validity of the story & the pedigree of the book in question?*

*Thanks!*

<http://cgi.ebay.com/ws/eBayISAPI.dll...MakeTrack=true>

---

All I can say is that I know Tim Jardini. I'll send the URL of this thread to my son Ernie to see if he can confirm or deny the authenticity.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 14th March, 2005, 03:48 PM

Quote:

---

*Originally Posted by **Zudrak***

*Aw, man. Is that because it's all done? :heh:*

---

If I am going to be harassed, I'll just forget about the whole thing...

Double heh (heh-heh). :p

Quote:

---

*I am a big fan of the GFW reference books. I have 4 so far and they are great reads -- let alone great tools for the DM/GM/CK. Anyone who wants some serious assistance in bringing their campaign to life (like I did) would find them most useful.*

*My Castles & Crusades PHB should arrive tomorrow. I cannot wait. My next target purchase is the Yggsburgh resource for Castle Zagyg (\*cough Greyhawk cough\*).*

*How often do you and Rob Kuntz communicate regarding the CZ project?*

---

There will be about 12 books in the GFW series when it's completed, and all should be as useful to those creating fantasy material as as encyclopedias to students;)

Rob and I have exchanged a goodly number of emails and a few phone calls regarding the CZ project. Right now, though, things are quiet, as I need to send along material and I am not sufficiently energized to spend the several weeks of intense concentration and long hours of keypadding to prepare it.

Cheers,  
Gary

---

Sir Elton

Monday, 14th March, 2005, 03:52 PM

Gary,

1st. I was looking through the D&D Cyclopaedia, and I noticed that gem dragons were a fixture for D&D. Did you like the "old" versions of Gem Dragons?

2nd. I've also noticed that I can get inspiration for campaigns from anywhere. I was thinking of doing a biblical movie epic-style campaign (drawing on the worlds of *Ben Hur* and *Ruth*, with a lot of influence from *Clash of the Titans* [I highly recommend this movie for your five year old, everyone!]). What I'm wondering is beside literary sources, did you take any inspiration from Celluoid Films and T.V.?

I've been taking a lot of inspiration from T.V. lately. Especially Japanese Sword, [insert your favorite anime genre here], and sorcery. Yes, Sword and Sorcery fanatics, the Japanese Animation studios are wholly naive about what you regularly want in your fantasies. Ahem . . . moving right along. I've also turned to getting my inspiration from movies, as you can probably tell.

---

Zudrak

Monday, 14th March, 2005, 04:56 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*If I am going to be harassed, I'll just forget about the whole thing...*

*Double heh (heh-heh). :p*

---

Uh... I retract my earlier statment. :eek:

Quote:

---

*Rob and I have exchanged a goodly number of emails and a few phone calls regarding the CZ project. Right now, though, things are quiet, as I need to send along m,aterial and I am not sufficiently energized to spend the several weeks of intense concentration and long hours of keybpadding to prepare it.*

---

I'm free Saturdays if you want to dictate over the phone. I type pretty fast for a guy! That could cut down your keyboarding. Then you could dictate from your porch while you sip some tea and catch some rays. :) Just a thought...

---

Col\_Pladoh

Monday, 14th March, 2005, 05:07 PM

Quote:

---

*Originally Posted by **Nathan P. Mahney***

*Gary,*

*First up, I'm a big fan. I've just been reading through some of your old modules, and I'm gearing up to run my newish players through Keep on the Borderlands. It'll be interesting to see how these 3e folks handle 1e characters! So thanks for the game, and thanks for all of the inspiration!*

---

Happy to have been of service.

Quote:

---

*Secondly, you ruined my life! Everyone else talks about how D&D made them better readers, better at math, better at school, etc. But I was an A+ student before I discovered D&D. After that, my grades took a dive, and now I'm ekeing out a "living" as a freelance writer. Curse you, Gary Gygax! (No, I love you, really. Just don't let my mum catch you!)*

---

Indeed, my influence on you has been bad if you have ended up as a freelancer in gaming--sure starvation :uhoh:

Quote:

---

*Anyway, because we must ask a question, and because I'm a morbid fellow:*

*What's the most memorable character death you've seen in all your years of gaming?*

---

That's not something i keep track of. To me the loss of a PC is either well-deserved in the case of bad play or else very sad when the character was well-played but fate was against that one.

The one PC death I remember vividly is whan my own, Yrag, threw himself on his sword because of wretched DMing. The direction was so terrible that I was willing to never play again in a campaign run by that individual. The two other players with PCs took Yrag's corpse with them, had him raised despite my protests.

Quote:

---

*Also, what's up with the Thoul? It's a pretty bizarre creature, and I've always wondered what it's genesis was.*

---

What's so bizarre about a ghoul troll? They just are not in ther general undead pantheon, if you will, but they make great monsters that paralyze and regenerate and are much tougher to turn that are ghouls or even ghastrs.

Quote:

---

*One more: how do you pronounce Gygax?*

---

Asked and answered many a time, even in this chapter of the Q&A thread, but I'll do so once more. Auf Switzer Deutsch the name is pronounced as "Ghe-gox." My branch of the family has Americanized it to "Guy-gax."

Cheers,  
Gary

Quote:

---

*Originally Posted by **Col\_Pladoh***

*What's so bizarre about a ghoull troll? They just are not in ther general undead pantheon, if you will, but they make great monsters that paralyze and regenerate and are much tougher to turn than ghouls or even ghouls.*

---

Hey Gary, I remember reading the entry for the Thoul in the Basic D&D set and thinking, "Man, I don't want to meet any of those guys!" when I was younger. A quick perusal of the appendix of the *Monster Manual II*, however, indicates that these monsters didn't make it into AD&D. Was this an oversight on your part or did you decide not to include them for some reason?

In any event I think I will throw a few at the PC's in my online game and see how they fare :]

Gray Mouser

---

## BOZ

Monday, 14th March, 2005, 05:54 PM

most OD&D-specific monsters were not included in AD&D until rather late in the 2nd edition. I suspect this was intentional on the part of Gary and others, to keep OD&D with its own identity. :) the designers in the later part of 2E, and even more so 3E had no such qualms about keeping things like that separate.

---

## Nathan P. Mahney

Monday, 14th March, 2005, 06:17 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Indeed, my influence on you has been bad if you have ended up as a freelancer in gaming--sure starvation :uhoh:*

---

Well, I'm more into writing fiction than gaming stuff, though I'm working up to that. I can't quite wrap my head around the finer points of the d20 system, though. I just about had it sorted when they changed the rules on me...

Quote:

---

*Originally Posted by **Col\_Pladoh***

*That's not something I keep track of. To me the loss of a PC is either well-deserved in the case of bad play or else very sad when the character was well-played but fate was against that one.*

*The one PC death I remember vividly is when my own, Yrag, threw himself on his sword because of wretched DMing. The direction was so terrible that I was willing to never play again in a campaign run by that individual. The two other players with PCs took Yrag's corpse with them, had him raised despite my protests.*

---

LOL! You probably would have appreciated the rule in 3e that lets your soul refuse resurrection.

"Bugger off! God's against me, and he's a crap DM!"

Quote:

---

*Originally Posted by **Col\_Pladoh***

*What's so bizarre about a ghoull troll?*

---

Hee, only a gamer...

Quote:

---

*Originally Posted by **Col\_Pladoh***

*They just are not in ther general undead pantheon, if you will, but they make great monsters that paralyze and regenerate and are much tougher to turn than ghouls or even ghouls.*

---

Aha, you've just made this beastie sound a thousand times cooler than it ever did in the game! In the rulebook I read (Moldvay D&D) it's described as a cross between a ghoull, a hobgoblin and a troll. The hobgoblin bit must have thrown me. Now I'm itching to send one of these against the party.

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Asked and answered many a time, even in this chapter of the Q&A thread, but I'll do so once more. Auf Switzer Deutsch the name is pronounced as "Ghe-gox." My branch of the family has Americanized it to "Guy-gax."*

---

Sorry! I realised this must have been asked before, but I didn't see it in my skim of this very thread, alas. I have to ask, though, is the second G hard or soft? I have the sinking feeling I've been mispronouncing your name for the last 17 years...



Quote:

---

*Originally Posted by **BOZ***

*most OD&D-specific monsters were not included in AD&D until rather late in the 2nd edition. i suspect this was intentional on the part of Gary and others, to keep OD&D with its own identity. :) the designers in the later part of 2E, and even more so 3E had no such qualms about keeping things like that separate.*

---

I don't know about this, actually. I didn't see "Thoul" in any of the OD&D booklets (granted I did a quick skim not an indepth search).

As far as I know they appeared in the Moldavay edition of Basic D&D, although I could certinaly be wrong in this regard. As for OD&D specific monsters not making it into AD&D until much later in 2e, a quick perusal of the OD&D booklets reveals the following monsters that made their way into the 1e *Monster Manual*:

Invisible Stalker  
Beholder  
Liches  
Umber Hulk  
Displacer Beast  
Blink Dog  
Hell Hounds  
Rust Monster  
Stirges  
Owl Bear  
Carrion Crawler  
Gelatinous Cube  
Intellect Devourers  
Mind Flayers  
Su-Monster  
Thought Eaters  
Aquatic Elf  
Sahuagin  
Eye of the Deep  
Ixitxachitl  
Locathah

That's a pretty fair number, imho, and doesn't include things such as the various Demons, Elves, etc. to which EGG gave his own personal stamp.

Gray Mouser

---

BOZ

Monday, 14th March, 2005, 09:01 PM

i don't know how many of those appeared in the original original OD&D (1974, diaglo time) before 1E OAD&D, but i know that there are a fair number of overlapped creatures from AD&D and basic D&D, which systems debuted at very close times to each other.

---

Gray Mouser

Monday, 14th March, 2005, 11:01 PM

Quote:

---

*Originally Posted by **BOZ***

*i don't know how many of those appeared in the original original OD&D (1974, diaglo time) before 1E OAD&D,*

---

A8 8f them, which was kind of my point. The Thoul, as far as I know, debuted in the Moldavay Basic set. At least I haven't found it in my perusal of the OD&D pamphlets, anyway.

Quote:

---

*but i know that there are a fair number of overlapped creatures from AD&D and basic D&D, which systems debuted at very close times to each other.*

---

Right, but not the Thoul... :)

Gray Mouser

---

Krieg

Tuesday, 15th March, 2005, 02:39 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*All I can say is that I know Tim Jardini. I'll send the URL of this thread to my son Ernie to see if he can confirm or deny the authenticity.*

*Cheers,  
Gary*

---

Thanks! I'm sure the info would be a big help for the folks on the board who have expressed interest in the book.

---

Geoffrey

Tuesday, 15th March, 2005, 05:15 AM

Gary, how far do you think that a RPG can be modified and yet still remain the same game? I've seen, for example, many published "magic systems" out there that purport to be able to replace the magic systems in various FRPGs. So, if someone were using the Legendary Adventure rulebooks to run a game, and kept the basic structure intact (combat, movement, character creation, etc.), BUT replaced LA's entire magic system with that of another, would you still consider it LA? Or would it be another game?

---

weasel fierce

Tuesday, 15th March, 2005, 09:19 AM

Of curiosity, as it appears you have made somewhat of a move from rules-heavy (or maybe more accurately, heavily defined, such as AD&D and Mythus), to light and rules-easy (your own D&D game, you speak of, as well as LA).

Did anything in particular bring around this change, or was it always there, and you just offered more detail for those who wanted (enough rope to hang from..)

It is sort of interesting, as I have known many gamers go through seemingly the same phases. First they play the basics, then they add tons of detail, options and "crunch", and eventually many fall back to a "barebones" gaming approach.

Cheers  
Ivan

---

Col\_Pladoh

Tuesday, 15th March, 2005, 03:36 PM

Quote:

---

*Originally Posted by **Geoffrey***

*Gary, how far do you think that a RPG can be modified and yet still remain the same game? I've seen, for example, many published "magic systems" out there that purport to be able to replace the magic systems in various FRPGs. So, if someone were using the Legendary Adventure rulebooks to run a game, and kept the basic structure intact (combat, movement, character creation, etc.), BUT replaced LA's entire magic system with that of another, would you still consider it LA? Or would it be another game?*

---

Any substantial change--combat system or magic system--makes the game entirely different in regards its play, even though legally it is a derivative of the original.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 15th March, 2005, 03:37 PM

Quote:

---

*Originally Posted by **Gray Mouser***

***All** of them, which was kind of my point. The Thoul, as far as I know, debuted in the Moldavay Basic set. At least I haven't found it in my perusal of the OD&D pamphlets, anyway.*

*Right, but not the Thoul... :)*

*Gray Mouser*

---

Pardon...

The thoul was listed in the encounter tables of OD&D but nowhere described;)

Cheers,  
Gary

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Tuesday, 15th March, 2005, 03:46 PM

Quote:

Originally Posted by **weasel fierce**

*Of curiosity, as it appears you have made somewhat of a move from rules-heavy (or maybe more accurately, heavily defined, such as AD&D and Mythus), to light and rules-easy (your own D&D game, you speak of, as well as LA).*

*Did anything in particular bring around this change, or was it always there, and you just offered more detail for those who wanted (enough rope to hang from..)*

*It is sort of interesting, as I have known many gamers go through seemingly the same phases. First they play the basics, then they add tons of detail, options and "crunch", and eventually many fall back to a "barebones" gaming approach.*

Cheers  
Ivan

Hi Ivan!

The answer to the above is a general yes :heh:

I did go from bare bones to much fleshier creations. A good part of that development was to enable others to manage or feel happy with. The DJ Mythus system was the culmination of that, and I never played it with all the rules. It was designed to function on about 20% of the entire mechanics and rules offered.

When I wrote the LA game system I decided to keep it as lean as possible, leave details desired by one or another GM up to them, just include what was necessary to generally run the same game system, what could be applied for the most part to other genres as well.

In short, I wrote the game pretty much the way I enjoy GMinig or playing...except for all the combat modifiers that i generally ignore even when I am running a dungeon crawl :lol:

Cheers,  
Gary

Tuesday, 15th March, 2005, 04:09 PM

Quote:

Originally Posted by **Col Pladoh**

*Pardon...*

*The thoul was listed in the encounter tables of OD&D but nowhere described:)*

Cheers,  
Gary

Heh, very sneaky Colonel! :)

## Gray Mouser

Tuesday, 15th March, 2005, 05:11 PM

Quote:

Originally Posted by **Nathan P. Mahney**

*I have to ask, though, is the second G hard or soft? I have the sinking feeling I've been mispronouncing your name for the last 17 years...*

To save Gary some time, both are "hard" G's. I still enjoy the story Gary used to tell about the young kid who tracked him down at a con in the 80's and thanked "**Mr. Jv-jax**" for Dungeons and Dragons. :)

Tuesday, 15th March, 2005, 05:32 PM

NOOOOOOOOOOOOOOOOOOoooooooooooooooooooooooooooo.....

It seems I HAVE been mispronouncing Gary's name for 17 years.

There is no progress on the castle upper works and dungeons, for I find that all of my energy is being consumed by management of routine business, creative, and personal demands--the latter including email and board posts such as those made here.

The bright spot for me is that I am able to work several hours a day now, so I hope to be able to spend a couple of hours a day in heavy creative effort soon. As I have often stated, writing modules is a tremendously demanding thing for me, with all my thought and attention focused on the work in progress.

Cheers,  
Gary

---

Henry

Wednesday, 16th March, 2005, 03:19 PM

Gary, if it comes down to chewing the fat with us, or working on Castle Z., I'm sure we'd understand if you needed to get work done. :D Then again, I also know how hard it is to stop talking about gaming with friends and getting back to work, too... :)

---

Col\_Pladoh

Wednesday, 16th March, 2005, 03:20 PM

Quote:

---

*Originally Posted by **Sir Elton***

Gary,

*1st. I was looking through the D&D Cyclopaedia, and I noticed that gem dragons were a fixture for D&D. Did you like the "old" versions of Gem Dragons?*

Well, as that isn't my work, I can't comment. I never used gem dragons at all, you see :)

Quote:

---

*2nd. I've also noticed that I can get inspiration for campaigns from anywhere. I was thinking of doing a biblical movie epic-style campaign (drawing on the worlds of Ben Hur and Ruth, with a lot of influence from Clash of the Titans [I highly recommend this movie for your five year old, everyone!]). What I'm wondering is beside literary sources, did you take any inspiration from Celluoid Films and T.V.?*

Absolutely, as the *Isle of the Ape* module should indicate :lol: The written word has always been my main source for inspiration, but I too find it in many places, including film, television, and real-life experiences.

Cheerio,  
Gary

---

Col\_Pladoh

Wednesday, 16th March, 2005, 03:28 PM

Quote:

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*Originally Posted by **Zudrak***

*Uh... I retract my earlier statment. :eek:*

*I'm free Saturdays if you want to dictate over the phone. I type pretty fast for a guy! That could cut down your keyboarding. Then you could dictate from your porch while you sip some tea and catch some rays. :) Just a thought...*

Free?

I am never free, always EXPENSIVE! :uhoh:

I appreciate the offer, and I once did a lot of dictation, but never for creative work.

If you ever had the change (ill fortune) to be around and watch me at work on a module project, you'd see how I create a map, indicate encounters thereon, write some details the latter, then add to map information, revise encounter details, and so forth. It always amazes me how I can forget to put in necessary information in each encounter, even when I have done fo for the first dozen, so that I discover in checking #13 that I omitted something that should have been supplied to the GM.

It is so tedious to remember all the minor, but necessary, details. how I do enjoy winging a dungeon crawl with nothing but a map and the sort of encounter noted, creating all the other details on the spot!

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 16th March, 2005, 03:30 PM

Quote:

---

*Originally Posted by **Henry***

*Gary, if it comes down to chewing the fat with us, or working on Castle Z., I'm sure we'd understand if you needed to get work done. :D Then again, I also know how hard it is to stop talking about gaming with friends and getting back to work, too... :)*

Well Dang!

Henry, you've caught me dead to rights, having fun instead of a-workin' :heh:

Cheers,  
Gary

---

Zudrak

Wednesday, 16th March, 2005, 03:30 PM

Hear! Hear!

Quote:

---

*Originally Posted by **Henry***

*Gary, if it comes down to chewing the fat with us, or working on Castle Z., I'm sure we'd understand if you needed to get work done. :D Then again, I also know how hard it is to stop talking about gaming with friends and getting back to work, too... ;)*

---

Henry and Gary,

I could not have said it better myself. I agree with Henry's first statement there 100%.

Zudrak

---

Gray Mouser

Wednesday, 16th March, 2005, 04:18 PM

Quote:

---

*Originally Posted by **Henry***

*Gary, if it comes down to chewing the fat with us, or working on Castle Z., I'm sure we'd understand if you needed to get work done. :D Then again, I also know how hard it is to stop talking about gaming with friends and getting back to work, too... ;)*

---

Heh, don't make me choose!

I think it's great that Gary spends time talking with the fans but boy am I looking forward to seeing Castle Z!

Gray Mouser

---

Nathan P. Mahney

Wednesday, 16th March, 2005, 05:12 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*So your younger brother was the DM, right?*

*:lol:*

---

Nah, an old high school buddy ran us through it. We had absolutely no idea what we were in for at the time, and we did lose one of our long-time characters to the demilich, but I don't remember the experience being THAT difficult...

I borrowed the module afterwards and read through it, and thought, "Man, we sure dodged a bullet!" To this day the DM insists that he ran it as written, and I couldn't find any evidence to the contrary. It was just one of those days when every decision we made was the right one.

---

oldschooler

Thursday, 17th March, 2005, 02:25 AM

<http://www.dragonsfoot.org/forums/viewtopic.php?t=10192>

Are we close?

Quick question about the way you're currently running **OD&D**: Without considering supplementary material, and after reading the FAQ from The Strategic Review: I tend to give every creature (PC, monster or otherwise) a number of attacks per round equal to their Hit Dice. This gives a Superhero 8 attacks, with a +1 on the last attack, etc.. Do you do the same?

Also: Do all of your **OD&D** games take place in/around Castle Greyhawk, or have you made many other dungeons (of like size) for your regular game?

---

Krieg

Thursday, 17th March, 2005, 02:50 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*All I can say is that I know Tim Jardini. I'll send the URL of this thread to my son Ernie to see if he can confirm or deny the authenticity.*

*Cheers,  
Gary*

---

BTW the alleged 1st PHB ended up selling for over \$1.5k.

---

## Sir Elton

Thursday, 17th March, 2005, 01:43 PM

Gary,

My cousin actually came by yesterday and traded me A1-4 and D1-3 today for one of my 3e books. I was reading "Vault of the Drow" and "Descent into the Depths of the Earth" and the first thing that threw me off was the layout. Actually, it's the only thing that threw me off. :cool:

<http://www.rpgnow.com/products/WOTC/tsr9021.jpg>

Still, I find it ironic that the drow (dark elves) became so attached to Lolth after that. My question is, did you ever plan a different series of Drow themed modules after this one?

---

## Col\_Pladoh

Thursday, 17th March, 2005, 03:24 PM

Ebay Auction Item

Krieg,

Here is what Ernie emailed in response to my query:

"Father it does sound like me breaking the rules and selling items before the chains could have them on the shelf. I liked Tim and would have thought up the gimmick of letting him have the 1st one sold! You don't know how hard it was to get \$\$\$ out of Tim's hands and now it has come around for him as a fine investment (as well as all the play he received from it). The autograph does in fact look like yours and since we were at 723 Williams St. it would have been just a walk up the stairs to get your official statement."

As for my part, I can say that surely is my sig ;)

Consensus: This is the real thing.

cheers,  
Gary

Col\_Pladoh

Thursday, 17th March, 2005, 03:36 PM

Quote:

*Originally Posted by **oldschooler****<http://www.dragonsfoot.org/forums/viewtopic.php?t=10192>**Are we close?*

Yuppers, only clerics do not have spell books, they pray for their spells.

Quote:

*Quick question about the way you're currently running **OD&D**: Without considering supplementary material, and after reading the FAQ from [The Strategic Review](#), I tend to give every creature (PC, monster or otherwise) a number of attacks per round equal to their Hit Dice. This gives a Superhero 8 attacks, with a +1 on the last attack, etc.. Do you do the same?*

No, as that makes for too much dice rolling. One attack is the norm.

Quote:

*Also: Do all of your **OD&D** games take place in/around Castle Greyhawk, or have you made many other dungeons (of like size) for your regular game?*

I have only the 40 or so levels of the original Castle Greyhawk for A/D&D play. I am using seven of them in a separate format for this particular mini-campaign. In play-testing the *Well of Shadows* LA game adventure, my veteran players found the number of levels, seven therein, about as demanding and intense as enjoyable. Seven dungeon levels for a crawl is about twice that number in a formal module, so I know I have plenty of material to keep the group delving.

Cheers,  
Gary

Col\_Pladoh

Thursday, 17th March, 2005, 03:40 PM

Quote:

*Originally Posted by **Sir Elton***

...

*Still, I find it ironic that the drow (dark elves) became so attached to Lolth after that. My question is, did you ever plan a different series of Drow themed modules after this one?*

Indeed, I planned to use the drow as villainous antagonists in many an adventure into the fastness of the Underdark. Such is life that sometimes plans gang aglay.

Cheerio,  
Gary

Sir Elton

Thursday, 17th March, 2005, 04:07 PM

Quote:

*Originally Posted by **Col\_Pladoh****Indeed, I planned to use the drow as villainous antagonists in many an adventure into the fastness of the Underdark. Such is life that sometimes plans gang aglay.**Cheerio,  
Gary*

Well, here's hoping that we'd see some more for C&C! :cool:

Nathan P. Mahney

Friday, 18th March, 2005, 02:19 AM



Gary,

Reading some of your old modules recently, I noticed that you very rarely set out adventures in a plot-based fashion. The 'bare bones' approach can turn some people off, as it's very different than what the adventure module eventually evolved into, but in many ways it makes a module more easily adaptable. I was wondering, was this something you were thinking of during the design process, or just a fortuitous side-effect?

---

oldschooler

Friday, 18th March, 2005, 04:07 AM

This may be a foolish question but...

Why "Col\_Pladoh"?

---

weasel fierce

Friday, 18th March, 2005, 08:43 AM

oAD&d question.

Did you ever consider changes to the monk to make him a little more survivable (AC in particular being a problem), or is the intention that the massive edges he gain later in play, will balance things out, for his earlier hardships ?

---

Col\_Pladoh

Friday, 18th March, 2005, 03:12 PM

Quote:

---

*Originally Posted by **Nathan P. Mahney***

Gary,

*Reading some of your old modules recently, I noticed that you very rarely set out adventures in a plot-based fashion. The 'bare bones' approach can turn some people off, as it's very different than what the adventure module eventually evolved into, but in many ways it makes a module more easily adaptable. I was wondering, was this something you were thinking of during the design process, or just a fortuitous side-effect?*

---

Plots are actually the business of the able GM, not the module writer. thus, I initially wrote the adventures--most of which have outsold all others by a huge margin--leaving the backstory and motivation for PC involvement in the hands of the proper party.

More recently, I am writing longer adventure material, demi-campaign length and longer, so for such mudules I am giving commensurately more detailed background information.

Cheers,  
Gary

---

Col\_Pladoh

Friday, 18th March, 2005, 03:18 PM

Quote:

---

*Originally Posted by **oldschooler***

*This may be a foolish question but...*

*Why "Col\_Pladoh"?*

---

Why not? :p

Okay, seriously, it so happens that my favorite token in the *Clue* game was Colonel Mustard, I am a Colonel in the Honorable Order of Kentucky Colonels, and I am expected to answer questions as if I were a Greek philosopher holding forth in a forum. Even though I don't take gaming or myself very seriously, many folks expect me to, so the name is meant to disabuse folks in reagrds my demeanor.

Cheers,  
Gary

---

Col\_Pladoh

Friday, 18th March, 2005, 03:21 PM

Quote:

---

*Originally Posted by **weasel fierce***

*oAD&d question.*

*Did you ever consider changes to the monk to make him a little more survivable (AC in particular being a problem), or is the intention that the massive edges he gain later in play, will balance things out, for his earlier hardships ?*

---

No serious consideration was ever given to any changes in the low-level stats for the monk character. As with many classes, it just demanded some careful and cautious play to have one survive until they were more viable in regards attack and defense.

Cheers,  
Gary

Quote:

Originally Posted by **Col\_Pladoh**

*Plots are actually the business of the able GM, not the module writer. thus, I initially wrote the adventures--most of which have outsold all others by a huge margin--leaving the backstory and motivation for PC involvement in the hands of the proper party.*

This is exactly the reason that the early modules, such as Keep on the Borderlands, and the G and D series, stand up even today. They are not tied into a "story" that makes it difficult for the Dungeon Master to adapt to his campaign.

Truly, those modules should be packaged together as a textbook on "Dungeon Designing 101." Ecologies, organization of opponents, treasure placement, general "dungeon weirdness" are all perfectly presented and would be very instructive for new Dungeon Masters of any of the "versions" of DUNGEONS & DRAGONS, including d20.

---

TerraDave

Friday, 18th March, 2005, 06:37 PM

Esteemed Col.

I have a question which I think you may have addressed, but am not sure.

Recently, the issue of "Mind Flayers from Outer Space" arose in a correspondence. Was it your intent that these were aliens of that sort. Has it been alluded to in Expedition to the Barrier Peaks (my copy is in storage) or elsewhere?

And I always face high psychic start up costs on any writing project. The amount of time I can spend in the office and not write (at least on that big project) is amazing: though not so amazing when EnWorld is factored in ;)

---

TerraDave

Friday, 18th March, 2005, 06:41 PM

Quote:

Originally Posted by **Sir Elton**

Gary,

*My cousin actually came by yesterday and traded me A1-4 and D1-3 today for one of my 3e books. I was reading "Vault of the Drow" and "Descent into the Depths of the Earth" and the first thing that threw me off was the layout. Actually, it's the only thing that threw me off. :cool:*

<http://www.rpgnow.com/products/WOTC/tsr9021.jpg>

*Still, I find it ironic that the drow (dark elves) became so attached to Lolth after that. My question is, did you ever plan a different series of Drow themed modules after this one?*

Good Trade Sir Elton! Though I don't find the Loth association so ironic as I find the Forgotten Realms association unfortunate

---

oldschooler

Friday, 18th March, 2005, 07:24 PM

OD&D again!

I changed my stance on "attacks per round equal Hit Dice" to mean "only when fighting against creatures with 1 HD or less". Less dice rolling and it actually seems to have been the norm on more carefully reading the old '75 FAQ.

Anywho, I was just diving into a game of OD&D using just the 3 lil' booklets when I got confused. In 8 e v & 8 a g a y s your encumbrance affects movement with an example (6"/turn). That's easy to understand. Then, in T h e U v d e r w o r l d & W i l d e r n e s s i t s a y s t w o A d v e v m o v e s c o n s t i t u t e o n e t u r n , so a fully armored man can move 12" per turn. Huh? Which statment should be true and how far can one move in a combat round?

I've received my L e j e v d a r y A d v e v t u r e s e t , b u t m y h e a d i s s t u c k i n o l d - f a s h i o n e d c l a s s r u l e s t h a t I ' m h a v i n g a h a r d t i m e o f i t . D o n ' t w o r r y , o n c e I ' v e g o t t e n y o u r f i r s t g a m e o u t o f m y s y s t e m f o r a b i t , I ' l l g i v e y o u r l a t e s t o n e a b e t t e r t r y ; )

---

Frank Mentzer

Friday, 18th March, 2005, 11:51 PM

Quote:

Originally Posted by **Col\_Pladoh**

*sometimes plans gang aglay.*

That's 'agley', you dog. Yur tipoes is getin wurse. -- yer formur editter

Wee, sleeket, cowran, tim'rous beastie,  
O, what panic's in thy breastie!  
Thou need na start awa sae hasty,  
Wi' bickering brattle!  
I wad be laith to rin an' chase thee,  
Wi' murd'ring pattle!

[snip]

But Mousie, thou are no thy-lane,  
In proving foresight may be vain:  
The best laid schemes o' Mice an' Men,  
Gang aft agley,  
An' lea'e us nought but grief an' pain,  
For promis'd joy!

Still, thou art blest, compar'd wi' me!  
The present only toucheth thee:  
But Och! I backward cast my e'e,  
On prospects drear!  
An' forward, tho' I canna see,  
I guess an' fear!

---

Sir Elton

Saturday, 19th March, 2005, 01:36 AM

Quote:

---

Originally Posted by **TerraDave**

*Good Trade Sir Elton! Though I don't find the Loth association so ironic as I find the Forgotten Realms association unfortunate*

---

I know what you mean. I prefer my dark elves to be unseelie folk, rather than bad mutha dominatrixes. That's why I was considering replacing Lolth, or changing Lolth's role, with an unseelie deity that would be Corellon's Opposite. After I ran it with the original story, first. :)

---

twofalls

Saturday, 19th March, 2005, 05:41 AM

Touching Lives

Hello Gary.

I'm 36 years old, and have been playing your game now for 26 of them. I've met my best friend over my game table, and nearly all of my longest lasting freindships have been with people whom I've met the same way. I run two game groups, one which I've been running for eight years now, and some of the players in that game have been gaming with me for that entire quarter century. In short, D&D in its various forms has deeply touched my life in very dramatic and positive ways.

I'm very pleased to be able to thank you for putting the wheels into motion that spawned this amazing industry. Perhaps some day I'll have the fortune to be able to thank Dave as well.

What an incredible thing for a man to have been part of, the creation of something that has touched so many so wonderfully.

Bright Blessings.

James Beadle

---

Col\_Pladoh

Saturday, 19th March, 2005, 03:50 PM

Quote:

---

Originally Posted by **Gentlegamer**

*This is exactly the reason that the early modules, such as Keep on the Borderlands, and the G and D series, stand up even today. They are not tied into a "story" that makes it difficult for the Dungeon Master to adapt to his campaign.*

*Truly, those modules should be packaged together as a textbook on "Dungeon Designing 101." Ecologies, organization of opponents, treasure placement, general "dungeon weirdness" are all perfectly presented and would be very instructive for new Dungeon Masters of any of the "versions" of DUNGEONS & DRAGONS, including d20.*

---

Well Gentlegamer,

Thanks for the good words :)

There is a bit of discussion over on the Dragonsfoot boards about teaching the art of Game Mastering, GMs being the key to the vitality of the RPG hobby. I declined to discuss a course plan due to the time and effort needed to create one of serious sort, including the reading list for students. Perhaps your suggestion above is the first step towards creating the latter :eek:

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 19th March, 2005, 03:53 PM

Quote:

---

Originally Posted by **TerraDave**

*Esteemed Col.*

*I have a question which I think you may have addressed, but am not sure.*

*Recently, the issue of "Mind Flayers from Outer Space" arose in a corespondance. Was it your intent that these where aliens of that sort. Has it*

been alluded to in *Expedition to the Barrier Peaks* (my copy is in storage) or elsewhere?

And I always face high psychic start up costs on any writing project. The amount of time I can spend in the office and not write (at least on that big project) is amazing: though not so amazing when *EnWorld* is factored in ;)

---

No sir!

The Illithids were not meant to be extra-terrestrial in origination, rather marine and subterranean.

The best way to get a writing project started is to sit down and set to work without ado :uhoh: Oops! I just blew the writers' best excuse for goofing off... :\

Heh,  
Gary

---

Col\_Pladoh

Saturday, 19th March, 2005, 04:10 PM

Quote:

---

Originally Posted by **oldschooler**

OD&D again!

*I changed my stance on "attacks per round equal Hit Dice" to mean "only when fighting against creatures with 1 HD or less". Less dice rolling and it actually seems to have been the norm on more carefully reading the old '75 FAQ. Anywho, I was just diving into a game of OD&D using just the 3 lil' booklets when I got confused. In **Men & Magic** it says your encumbrance affects movement with an example (6"/turn). That's easy to understand. Then, in **The Underworld & Wilderness Adventures** it says two moves constitute one turn, so a fully armored man can move 12" per turn. Huh? Which statment should be true and how far can one move in a combat round?*

---

Break the turn into two parts, and that gives you a base move of 6", right? So what's difficult about that :p An armoured footman moves at 6", an unarmored one at 12", and partially armored ones at 9". That translates pretty well as above ground movement as 1" = 10 yards and 1 movement turn as 1 minute of time. I reduced the rate to one-third for underground action because of darkness and cramped conditions.

In all do not treat the RPG as a combat simulation game ;)

Quote:

---

*I've received my **Legendary Adventure Essentials** set, but my head's so stuck in old-fashioned class rules that I'm having a hard time of it. Don't worry, once I've gotten your first game out of my system for a bit, I'll give your latest one a better try;*

---

The LA game system is skill-bundle based and rules light, so it is the antithesis of any class-based system, but in regards rules it is more like OD&D than AD&D or new D&D (for sure!)

If you want archetypes in the LA game system create an Avatar that is Ordered, but if you want free-form character creation, just choose Abilities (skill-bundles) that are what you want the Avatar to be able to do. The system enables virtually unlimited character variation.

cheers,  
Gary

---

Col\_Pladoh

Saturday, 19th March, 2005, 04:14 PM

Quote:

---

Originally Posted by **Frank Mentzer**

*That's 'agley', you dog. Yur tipoes is getin wurse. -- yer formur editter*

*Wee, sleekeet, cowran, tim'rous beastie,  
O, what panic's in thy breastie!  
Thou need na start awa sae hasty,  
Wi' bickering brattle!  
I wad be laith to rin an' chase thee,  
Wi' murd'ring pattle!*

*[snip]*

*But Mousie, thou are no thy-lane,  
In proving foresight may be vain:  
The best laid schemes o' Mice an' Men,  
Gang aft agley,  
An' lea'e us nought but grief an' pain,  
For promis'd joy!*

*Still, thou art blest, compar'd wi' me!  
The present only toucheth thee:  
But Och! I backward cast my e'e,  
On prospects drear!  
An' forward, tho' I canna see,*

---

See All!

He, as is typical of editors everywhere, flaunts his nit-picking in the face of all :]

Just look at the verses he quotes full of dialectic and anachronistic words and spellings. Not even a Scotsman could edit them these days--better chance for them to play tennis :eek:

Heh,  
Gary



## Gary Gygax Q&A, Part VIII

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Col\_Pladoh

Saturday, 19th March, 2005, 04:16 PM

Quote:

---

*Originally Posted by **Sir Elton***

*I know what you mean. I prefer my dark elves to be **unseelie** folks, rather than bad mutha dominatrixes. That's why I was considering replacing Lolth, or changing Lolth's role, with an unseelie deity that would be Corellon's Opposite. After I ran it with the original story, first. :)*

---

Your call as the DM, but...

The drow are an evil and malign race as originally conceived, and their temper is thus correctly spider-like :mad:

Cheerio,  
Gary

---

Col\_Pladoh

Saturday, 19th March, 2005, 04:20 PM

Quote:

---

*Originally Posted by **twofalls***

*Hello Gary.*

...

*What an incredible thing for a man to have been part of, the creation of something that has touched so many so wonderfully.*

*Bright Blessings.*

*James Beadle*

---

Hail James!

My thanks for the good words, and indeed the best part of having created as I did is that the work had so positive an effect on so many people.

Cheerio,  
Gary

---

Sir Elton

Saturday, 19th March, 2005, 04:42 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Your call as the DM, but...*

*The drow are an evil and malign race as originally conceived, and their temper is thus correctly spider-like :mad:*

---

OR they have the same temperament as some vipers. Spider or snake. Although both kinds use different tactics, the base strategy is the same. Lie in wait, and then ambush. I'd like my drow to be different. The Dominatrix culture provides a contrast to normal patriarchial culture, but I'd rather be happy and not follow in Forgotten Realms' wake.

You really did very good work, Gary. You'd have a right to be angry, but anything: module or sourcebook or otherwise; that falls into my hands is mine to do with as I please.

---

Gray Mouser

Saturday, 19th March, 2005, 05:41 PM

Quote:

---

*Originally Posted by **Sir Elton***

Gary,

*My cousin actually came by yesterday and traded me A1-4 and D1-3 today for one of my 3e books. I was reading "Vault of the Drow" and "Descent into the Depths of the Earth" and the first thing that threw me off was the layout. Actually, it's the only thing that threw me off. :cool:*

<http://www.rpgnow.com/products/WOTC/tsr9021.jpg>

*Still, I find it ironic that the drow (dark elves) became so attached to Lolth after that. My question is, did you ever plan a different series of Drow themed modules after this one?*

---

Well, you certainly got the better end of the bargain, imho, with regards to the trade!

Gray Mouser

---

Gray Mouser

Saturday, 19th March, 2005, 05:45 PM

Quote:

---

*Originally Posted by **Sir Elton***

*Well, heres hoping that we'd see some more for C&C! :cool:*

---

Now there's an idea! I hope the good Colonel doesn't slip any into Castle Zagyg (unless they were originally present; which I don't believe is the case) but if he finds himself with any free time and has nothing better to do a return to the lair of the Dark Elves for C&C would be a welcome addition!

You have nothing else going on, right Gary? :)

Gray Mouser

---

Sir Elton

Saturday, 19th March, 2005, 06:06 PM

Quote:

---

*Originally Posted by **Gray Mouser***

*Well, you certainly got the better end of the bargain, imho, with regards to the trade!*

*Gray Mouser*

---

Yeah. six 32 page books for one WotC Manual of the Planes. Yes, it was a better deal. Now, only if I can wrangle his copy of WotC's Unearthed Arcana I can write a 3rd "Classic Play" mod using gestalt pre-gens.

If I can't, I'll have to use Robert Doyel's "gestalt" rules.

---

Frank Mentzer

Saturday, 19th March, 2005, 06:50 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Just look at the verses he quotes full of dialectic and anachronistic words and spellings.*

---

(The casual reader may not immediately perceive this to be a blatant obfuscatory feint.)

Early in our relationship I asked about terminology which arguably incommoded percipience. Gary's sagacious retort -- that "the readers can look it up" -- clearly defined the parameters of the campaign: style would not be sacrificed to specious arguments for marketability. A hard-boiled EGG you are, to be sure.

Gygaxian erudition may have contributed to the '80s boom in Dictionaries of Obscure and Preposterous Words, and I must blame (or credit) you for my study of same. And tho you have not oft employed dialects (certainly not avoiding same for plebian reasons of political correctness, I'm sure), they rest in an adjacent etymological niche.

But beware of Scots with cabers... and honor those who created shortbreads.

---

WolvOrine

Sunday, 20th March, 2005, 12:45 AM

Quote:

---

*Originally Posted by **Frank Mentzer***

*(The casual reader may not immediately perceive this to be a blatant obfuscatory feint.)*

*Early in our relationship I asked about terminology which arguably incommoded percipience. Gary's sagacious retort -- that "the readers can look it up" -- clearly defined the parameters of the campaign: style would not be sacrificed to specious arguments for marketability. A hard-boiled EGG you are, to be sure.*

---

And when it's all said and done, t8 eis why I love 1st edition (A)D&D. "The readers can look it up", and many did. Vocabularies increased, minds expanded, horizons broadened. I miss that attitude in gaming. Thank you both for treating your readers as intelligent (or at least intelligent enough to learn). :)

---

Gentlegamer

Sunday, 20th March, 2005, 01:05 AM

"From The Sorcerer's Scroll: D&D, AD&D, and Gaming," by Gary Gygax (The Dragon #26, June 1979):

Because D&D allowed such freedom, because the work itself said so, because the initial batch of DMs were so imaginative and creative, because the rules were incomplete, vague and often ambiguous, D&D has turned into a non-game. That is, there is so much variation between the way the game is played from region to region, state to state, area to area, and even from group to group within a metropolitan district, there is no continuity and little agreement as to just what the game is and how best to play it. Without destroying the imagination and individual creativity which go into a campaign, AD&D rectifies the shortcomings of D&D. There are few grey areas in AD&D, and there will be no question in the mind of participants as to what the game is and is all about. There is form and structure to AD&D, and any variation of these integral portions of the game will obviously make it something else. The work addresses itself to a broad audience of hundreds of thousands of people—wargamers, game hobbyists, science fiction and fantasy fans, those who have never read fantasy fiction or played strategy games, young and old, male and female.

AD&D will eventually consist of DUNGEON MASTERS GUIDE, PLAYERS HANDBOOK, GODS, DEMI-GODS & HEROES, and MONSTER MANUAL and undoubtedly one or two additional volumes of creatures with which to fill fantasy worlds. These books, together with a broad range of modules and various playing aids, will provide enthusiasts with everything they need to create and maintain an enjoyable, exciting, fresh, and ever-challenging campaign. Readers are encouraged to differentiate their campaigns, calling them AD&D if they are so. While D&D campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, AD&D cannot be so composed. Either a DM runs an AD&D campaign, or else it is something else. This is clearly stated within the work, and it is a mandate which will be unchanging, even if AD&D undergoes change at some future date. While DMs are free to allow many unique features to become a part of their campaign—special magic items, new monsters, different spells, unusual settings—and while they can have free rein in devising the features and facts pertaining to the various planes which surround the Prime Material, it is understood they must adhere to the form of AD&D. Otherwise what they referee is a variant adventure game. DMs still create an entire milieu, populate it and give it history and meaning. Players still develop personae and adventure in realms of the strange and fantastic, performing deeds of derring-do, but this all follows a master plan.

\*\*\*\*\*

I was browsing some PDFs from the Dragon Archives and came across this From the Sorcerer's Scroll column by Gary. Therein, Gary perfectly describes the situation with D&D at the time AD&D was published. I just thought I'd point out how his "non-game" description perfectly describes the state of "2nd Edition" by the mid-nineties, with the proliferation of "splatbooks" and other rules expansions.

I can attest that no two groups played AD&D the same. Most DMs and players, rather than playing AD&D, "played at the game" (as Gary once said in Poker, Chess, and the AD&D System), making a game out of tweaking and cherry-picking proficiencies, kits, and so on from the various books to make a mish-mash of a "system." As a DM during that era, I constantly had to fight players that wanted to incorporate this or that from other sources (things like the Bladesinger) that really disrupted the core of the system and originated from sources that certainly were not playtested.

"While D&D campaigns can be those which feature comic book spells, 43rd level balrogs as player characters . . .": It seems we have come full circle . . . the original D&D game allowed for super-characters, and now the d20 version does much the same.

This truly shows the insight Gary had into the nature of the game!

---

Krieg

Sunday, 20th March, 2005, 02:08 AM

Quote:

---

*Originally Posted by **Gentlegamer***

*"From The Sorcerer's Scroll: D&D, AD&D, and Gaming," by Gary Gygax (The Dragon #26, June 1979):*

---

1079?!?!

Wow where have all the years gone?

---

Orius

Sunday, 20th March, 2005, 02:40 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*I have only the 40 or so levels of the original Castle Greyhawk for A/D&D play.*

---

A 40-level dungeon? The gamer in me can only look at that and say, "Whoa, cool." :)

---

Gentlegamer

Sunday, 20th March, 2005, 02:56 AM

Quote:

---

*Originally Posted by **Krieg***

*1079?!?!*

*Wow where have all the years gone?*

---

Thanks for catching my typo!

---

Sir Elton

Sunday, 20th March, 2005, 03:05 AM

Quote:

---



Originally Posted by **Wolv0rine**

And when it's all said and done, **this** is why I love 1st edition (A)D&D. "The readers can look it up", and many did. Vocabularies increased, minds expanded, horizons broadened. I miss that attitude in gaming. Thank you both for treating your readers as intelligent (or at least intelligent enough to learn). :)

---

The interesting thing about AD&D that it definitely was very, very high end. The lowest common denominator in 1st Ed is much higher than 3rd edition is now, although Bruce Cordell's work on the XPH raises it (the XPH is the hardest book in 3rd edition to read).

---

BOZ

Sunday, 20th March, 2005, 06:55 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

Even though I don't take gaming or myself very seriously, many folks expect me to, so the name is meant to disabuse folks in reagrds my demeanor.

---

i always assumed exactly that, so i never asked. :)

---

weasel fierce

Sunday, 20th March, 2005, 10:45 AM

Thank you much for your answer to the Monk question, and previous questions I have posted.

A few more to steal a bit more of your work time (Im hoping you work better under stress, what with all the questions you answer on here :) )

One of the interesting, if somewhat mismanaged, ideas of 2nd edition AD&D was the character kits, offering variants of the regular classes.

Have you, or did you, ever consider any such elements for oAD&D, or do you feel it is better handled simply through roleplaying and character description ?

It is hard to miss the Moorcock influence regarding law and chaos, which is further strengthened by things such as the temple of chaos, in the B2 module. Was this intended to be a line to be pursued, with law and chaos becoming definate elements (similar to Moorcock, or the Warhammer setting, by GW), or was it just intended as background material ?

What are some of the oddest, or funniest characters you have seen in games you have participated in, or DM'ed ?

Cheers!

---

Gentlegamer

Sunday, 20th March, 2005, 03:43 PM

Quote:

---

Originally Posted by **weasel fierce**

One of the interesting, if somewhat mismanaged, ideas of 2nd edition AD&D was the character kits, offering variants of the regular classes.

Have you, or did you, ever consider any such elements for oAD&D, or do you feel it is better handled simply through roleplaying and character description ?

---

Let me see if I can anticipate Gary's possible response: Really, the kits of 2nd edition were a different version of the sub-class system of AD&D. The best example is how they took the Cavalier class (I always preferred the cavalier to be a fighter sub-class as originally presented in The Dragon) and made it a "kit." Taken to its logical conclusion in 2nd edition, both the ranger and paladin should have been made into fighter "kits." Of course, this would have been really to recreate the sub-class system in all but name.

---

Col\_Pladoh

Sunday, 20th March, 2005, 08:56 PM

Quote:

---

Originally Posted by **Sir Elton**

...

You'd have a right to be angry, but anything: module or sourcebook or otherwise; that falls into my hands is mine to do with as I please.

---

I have no right to be so much as mildly annoyed by what you find good in your campaign, amigo :cool:

All I can correctly state is what original intent was.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th March, 2005, 08:58 PM

Quote:

---

Originally Posted by **Gray Mouser**

Now there's an idea! I hope the good Colonel doesn't slip any into Castle Zagyg (unless they were originally present; which I don't believe is the case) but if he finds himself with any free time and has nothing better to do a return to the lair of the Dark Elves for C&C would be a welcome addition!

You have nothing else going on, right Gary? ;)

Gray Mouser

Short answer:

I'll see about putting in an optional Drow Ambush scenario in the lower levels of the dungeons. that way all the PCs can be dragged deeper and sacrificed to Lolth :lol:

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 20th March, 2005, 09:02 PM

Quote:

---

Originally Posted by **Frank Mentzer**

*(The casual reader may not immediately perceive this to be a blatant obfuscatory feint.)*

*Early in our relationship I asked about terminology which arguably incommodes percipience. Gary's sagacious retort -- that "the readers can look it up" -- clearly defined the parameters of the campaign: style would not be sacrificed to specious arguments for marketability. A hard-boiled EGG you are, to be sure.*

*Gygaxian erudition may have contributed to the '80s boom in Dictionaries of Obscure and Preposterous Words, and I must blame (or credit) you for my study of same. And tho you have not oft employed dialects (certainly not avoiding same for plebian reasons of political correctness, I'm sure), they rest in an adjacent etymological niche.*

*But beware of Scots with cabers... and honor those who created shortbreads.*

Gentle Fellows...

I rest my case, other than to add, Beware of Scotsmen, period :eek:

Heh,  
Gary

---

Col\_Pladoh

Sunday, 20th March, 2005, 09:06 PM

Quote:

---

Originally Posted by **Gentlegamer**

...

*This truly shows the insight Gary had into the nature of the game!*

Appreciate the post, and I am sad to say that I did seem to have a good deal of prescience back then.

Cheers,  
Gary



## Gary Gygax Q&A, Part VIII

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Col\_Pladoh

Sunday, 20th March, 2005, 09:08 PM

Quote:

---

Originally Posted by **BOZ**

*i always assumed exactly that, so i never asked. :)*

---

Heh...

What else need I add? :lol:

Cheers,  
Gary

---

MrFilthylke

Sunday, 20th March, 2005, 09:09 PM

Quote:

---

Originally Posted by **Frank Mentzer**

*(The casual reader may not immediately perceive this to be a blatant obfuscatory feint.)*

*Early in our relationship I asked about terminology which arguably incommodes percipience. Gary's sagacious retort -- that "the readers can look it up" -- clearly defined the parameters of the campaign: style would not be sacrificed to specious arguments for marketability. A hard-boiled EGG you are, to be sure.*

*Gygaxian erudition may have contributed to the '80s boom in Dictionaries of Obscure and Preposterous Words, and I must blame (or credit) you for my study of same. And tho you have not oft employed dialects (certainly not avoiding same for plebian reasons of political correctness, I'm sure), they rest in an adjacent etymological niche.*

*But beware of Scots with cabers... and honor those who created shortbreads.*

---

Thank you Frank a)for the version of D&D that I started with 1989 and b)for reminding me of something I had forgotten. And that was how much time I spent looking up words in Junior High so I could figure out what I was reading. Public education in Florida did not foster high-level reading skills, and D&D was...no **IS** the bst teacher I've ever had. :)

Note: there may be grammer and typos in this post, but that is because I type train of thought on message boards. :)

---

gideon\_thorne

Sunday, 20th March, 2005, 09:09 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Short answer:*

*I'll see about putting in an optional Drow Ambush scenario in the lower levels of the dungeons. that way all the PCs can be dragged deeper and sacrificed to Lolth :lol:*

Cheers,  
Gary

---

Oh good. Advanced notice on what to sketch for later books :)

Peter

---

Col\_Pladoh

Sunday, 20th March, 2005, 09:11 PM

Quote:

---

Originally Posted by **weasel fierce**

*Thank you much for your answer to the Monk question, and previous questions I have posted.*

*A few more to steal a bit more of your work time (Im hoping you work better under stress, what with all the questions you answer on here :))*

*One of the interesting, if somewhat mismanaged, ideas of 2nd edition AD&D was the character kits, offering variants of the regular classes.*

Have you, or did you, ever consider any such elements for oAD&D, or do you feel it is better handled simply through roleplaying and character description ?

It is hard to miss the Moorcock influence regarding law and chaos, which is further strengthened by things such as the temple of chaos, in the B2 module. Was this intended to be a line to be pursued, with law and chaos becoming definite elements (similar to Moorcock, or the Warhammer setting, by GW), or was it just intended as background material ?

What are some of the oddest, or funniest characters you have seen in games you have participated in, or DM'ed ?

Cheers!

---

Sorry...

I am not sufficiently conversant with the plethora of 2E material to make any informed comment.

Cheerio,  
Gary

---

## PapersAndPaychecks

Sunday, 20th March, 2005, 09:42 PM

How uncharacteristic to witness Mr Mentzer expressing himself with the verisimilitude of near-Gygaxian edification! His erudition is not inconsiderable and his choice of obscure terminology is ecumenical.

But he can talk like the rest of us when he wants to. :)

---

## Sir Elton

Monday, 21st March, 2005, 12:39 AM

Quote:

---

Originally Posted by **PapersAndPaychecks**

*How uncharacteristic to witness Mr Mentzer expressing himself with the verisimilitude of near-Gygaxian edification! His erudition is not inconsiderable and his choice of obscure terminology is ecumenical.*

*But he can talk like the rest of us when he wants to. :)*

---

Yes. One can be very simple and tacit.

---

## Sir Elton

Monday, 21st March, 2005, 12:40 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*I have no right to be so much as mildly annoyed by what you find good in your campaign, amigo :cool:*

*All I can correctly state is what original intent was.*

---

Oh, cool. :cool:

---

## Gray Mouser

Monday, 21st March, 2005, 12:47 AM

Quote:

---

Originally Posted by **Col\_Pladoh**

*Short answer:*

*I'll see about putting in an optional Drow Ambush scenario in the lower levels of the dungeons. that way all the PCs can be dragged deeper and sacrificed to Lolth :lol:*

*Cheers,  
Gary*

---

"Gary Gygax: Keeping the Drow e v since 1978!" Heh :)

Death to all angst-ridden, good-wanna-be Dark Elves!

Gray Mouser

---

## Col\_Pladoh

Monday, 21st March, 2005, 04:57 PM

Quote:

---

Originally Posted by **PapersAndPaychecks**

*How uncharacteristic to witness Mr Mentzer expressing himself with the verisimilitude of near-Gygaxian edification! His erudition is not inconsiderable and his choice of obscure terminology is ecumenical.*

*But he can talk like the rest of us when he wants to. :)*

You mean when he hasn't his dictionary and thesaurus in hand? :lol:

Cheers,  
Gary

---

Col\_Pladoh

Monday, 21st March, 2005, 05:06 PM

Quote:

---

*Originally Posted by **Gray Mouser***

*"Gary Gygax: Keeping the Drow **evil** since 1978!" Heh :)*

*Death to all angst-ridden, good-wanna-be Dark Elves!*

*Gray Mouser*

---

Right on!

The Drow are as sympathetic and caring as wolf spiders :mad:

Cheers,  
Gary

---

jasper

Monday, 21st March, 2005, 07:21 PM

How dare you make fun of wolf spiders Gary. We all know Drow are as sympathetic and caring as IRS agents on audit.

---

BOZ

Monday, 21st March, 2005, 08:16 PM

now that's dead on. ouch.

---

MrFilthylke

Monday, 21st March, 2005, 11:17 PM

Quote:

---

*Originally Posted by **jasper***

*How dare you make fun of wolf spiders Gary. We all know Drow are as sympathetic and caring as IRS agents on audit.*

---

But why youz gotta diss da IRS...whoa, let me change into non-internet speak. :)

The grandparental unit worked for the IRS. Told the best stories about ruining a person's day... :]

---

Sir Elton

Tuesday, 22nd March, 2005, 03:32 AM

Quote:

---

*Originally Posted by **jasper***

*How dare you make fun of wolf spiders Gary. We all know Drow are as sympathetic and caring as IRS agents on audit.*

---

No, you're both wrong. The Drow are as sympathetic and caring as Osama Bin Ladin.

---

Gentlegamer

Tuesday, 22nd March, 2005, 04:12 AM

Quote:

---

*Originally Posted by **Sir Elton***

*No, you're both wrong. The Drow are as sympathetic and caring as Osama Bin Ladin.*

---

I think this analogy is rather apt . . .

---

Mythmere1

Tuesday, 22nd March, 2005, 01:56 PM

Hi again, Colonel. I have a question about Castle Zagyg. Will it contain the room that's depicted on the front cover of the AD&D Players Handbook - the horned idol with the jeweled eyes? Or was that room just invented by DAT?

Quote:

Originally Posted by **jasper**

*How dare you make fun of wolf spiders Gary. We all know Drow are as sympathetic and caring as IRS agents on audit.*

IRS agents prowl about as do wold spiders... :mad:

Heh,  
Gary

Quote:

Originally Posted by **Gentlegamer**

*I think this analogy is rather apt . . .*

Not so, as the Drow have no political agenda, do not desire to do more than enslave, pillage, loot, and send sacrificial victims to Lolth.

:eek:  
Gary

Quote:

Originally Posted by **Mythmere1**

*Hi again, Colonel. I have a question about Castle Zagyg. Will it contain the room that's depicted on the front cover of the AD&D Players Handbook - the horned idol with the jeweled eyes? Or was that room just invented by DAT?*

That particular scene was indeed the creation of the fertile imagination of Tramp.

Have you ever noticed that virtually all of the persons depicted are in the likeness of Dave Trampier? There is one dweeb-like chap on the back cover though that has a certain resemblance to your's truly back 30 years ago :lol:

Cheers,  
Gary

Icons

Gary,

Did you happen to catch the show "Icons" on X-Play last night? It airs on the G4 / Tech TV channel, if you have it. Last night's featured icon was Dungeons & Dragons. Of course, it is hard to report all of D&D's history in 30 minutes (less commercial time), but I thought it was a nice presentation of the story. They avoided a lot of the messier moments in the history, but it was well-done. Being X-Play, they related the paper and pencil game to its computer spin-offs, starting with "Pool of Radiance" and moved up to the present.

I was pleasantly surprised to see them focus on the beginnings of RPG's by shooting some footage of Lake Geneva (it looked *icy cold* in the film they shot) and showing pictures of yourself and Dave Arneson.

Zudrak

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## Gary Gygax Q&A, Part VIII

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Gentlegamer

Tuesday, 22nd March, 2005, 05:59 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

Not so, as the Drow have no political agenda, do not desire to do more than enslave, pillage, loot, and send sacrificial victims to Lolth.

:eek:

Gary

---

And this differs in what way from that of Bin Laden?

---

BOZ

Tuesday, 22nd March, 2005, 06:42 PM

careful now...

---

Krieg

Tuesday, 22nd March, 2005, 11:25 PM

Quote:

---

Originally Posted by **Col\_Pladoh**

You mean when he hasn't his dictionary and thesaurus in hand? :lol:

Cheers,

Gary

---

Psst....they have those on computers now. :)

---

BOZ

Wednesday, 23rd March, 2005, 12:32 AM

true! there are no excuses now. :) <http://www.m-w.com/>

---

Col\_Pladoh

Wednesday, 23rd March, 2005, 03:23 PM

Quote:

---

Originally Posted by **Zudrak**

Gary,

Did you happen to catch the show "Icons" on X-Play last night? It airs on the G4 / Tech TV channel, if you have it. Last night's featured icon was Dungeons & Dragons. Of course, it is hard to report all of D&D's history in 30 minutes (less commercial time), but I thought it was a nice presentation of the story. They avoided a lot of the messier moments in the history, but it was well-done. Being X-Play, they related the paper and pencil game to its computer spin-offs, starting with "Pool of Radiance" and moved up to the present.

I was pleasantly surprised to see them focus on the beginnings of RPG's by shooting some footage of Lake Geneva (it looked icy cold in the film they shot) and showing pictures of yourself and Dave Arneson.

Zudrak

---

Blast!

Yes, we have the X-Play show on the G4/Tech TV channel here, but i seldom check it as I want to avoid getting too interested in playing computer games or I'll get NO work done at all, not even the couple of hours a day I now manage. Thanks for the precis; it seems as if they did a better than average job of it.

It is cold here in Lake Geneva, the lake is still iced over and there are fishermen out there. No cars though, and if we get a week of above-freezing night temperatures and a strong wind the ice will break up. Happens around the end of March first week of April.

Cheers,

Gary

---

Col\_Pladoh

Wednesday, 23rd March, 2005, 03:25 PM

Quote:

---

*Originally Posted by **Gentlegamer***

*And this differs in what way from that of Bin Laden?*

---

How about 100%, as bin Laden is wholly political :p

Heh,  
Gary

---

**Col\_Pladoh**

Wednesday, 23rd March, 2005, 03:29 PM

Quote:

---

*Originally Posted by **Krieg***

*Psst....they have those on computers now. ;)*

---

Indeed, and those I have accessed are pitiful in their content. My own thesaurus has hand-written additions I have made over the years, and both of my main dictionalries are unexpurgated, one from 1910 the other from 1930. New words can be picked up in any current collegiate dictionary;)

Cheers,  
Gary

---

**Zudrak**

Wednesday, 23rd March, 2005, 06:31 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Yes, we have the X-Play show on the G4/Tech TV channel here, but i seldom check it as I want to avoid getting too interested in playing computer games or I'll get NO work done at all, not even the couple of hours a day I now manage. Thanks for the precis; it seems as if they did a better than average job of it.*

---

I made a New Year's resolution to focus more on the pencil and paper gaming by cutting down on the computer and console games (a fairly easy resolution to keep, I have found to my surprise). It is more stimulating to work on D&D/C&C paper "work" than to hold a controller and press buttons. X-Play is always a fun half-hour, though. I think I liked it better when it was "Extended Play", just because the host (Adam) seemed less bitter back then, before he was teamed up with Morgan. Just my \$.02. Icons is hit or miss. If I am not intrigued by the topic, I change the channel or find something else to do.

Quote:

---

*It is cold here in Lake Geneva, the lake is still iced over and there are fishermen out there. No cars though, and if we get a week of above-freezing night temperatures and a strong wind the ice will break up. Happens around the end of March first week of April.*

---

That sounds like I could enjoy living there. I would love the idea of being able to play ice hockey whenever I wanted between December and March. Is there a lot of hockey played on the lakes? Maybe I could even learn to improve my skating. Ha!

So, Gary, I imagine you do not mind the winter weather so much, or else you would have moved to a sunnier locale. Is this a correct deduction?

On the gaming front, when you write your works and there is art or illustrations to be placed in the work, how much say do you have when it comes to the final product? Do you direct the artist at all? Has this changed much today from how you did things when you were at TSR? (Remember! Peter B lurks here sometimes!) :D

---

**gideon\_thorne**

Wednesday, 23rd March, 2005, 06:39 PM

Quote:

---

*(Remember! Peter B lurks here sometimes!)*

---

\*amused\* Peter B's got no problem with specific direction. He even encourages it. But he also is able to work almost entirely without it as is the case most often. :)

---

**MrFilthylke**

Wednesday, 23rd March, 2005, 06:47 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Indeed, and those I have accessed are pitiful in their content. My own thesaurus has hand-written additions I have made over the years, and both of my main dictionalries are unexpurgated, one from 1910 the other from 1930.*

---

The geek-fu of using a hand-made Thesarus know no limit! :eek:



My respect for you is now tripled. :D

---

## Zudrak

Wednesday, 23rd March, 2005, 07:10 PM

Quote:

---

*Originally Posted by **gideon\_thorne***

*\*amused\* Peter B's got no problem with specific direction. He even encourages it. But he also is able to work almost entirely without it as is the case most often. ;)*

---

I figured, having read your posts on a few boards that you have more or less been given free reign to express yourself as you please. But I know that some authors have very set ideas in mind and attempt to get their artist(s) to convey those ideas to their own satisfaction.

In a roundabout way, I guess I was asking Gary if he was more of a hands-on or hands-off supervisor.

---

## Gray Mouser

Wednesday, 23rd March, 2005, 07:14 PM

Gary, I was just rereading the Fafhrd and Gray Mouser story "Bazaar of the Bizarre" and was wondering if the fight with the iron statue was an inspiration for the iron golem. I know the clay golem comes from Jewish mythology (and the flesh golem seems to be somewhat a take on Frankenstein's monster) but the iron statue armed with a sword and with breath weapon (albeit, not poisonous gas) seems quite similar to the foe Fafhrd faced.

Thanks in advance.

Gray Mouser

---

## Storm Raven

Wednesday, 23rd March, 2005, 08:05 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Not so, as the Drow have no political agenda, do not desire to do more than enslave, pillage, loot, and send sacrificial victims to Lolth.*

---

But, isn't that just a political agenda?

---

## ScottyG

Thursday, 24th March, 2005, 03:10 PM

Gary, I have a question about the spell sleep.

The target tiers HD and number affected are:

up to 1 4d4

1+1 to 2 2d4

2+1 to 3 1d4

3+1 to 4 1d2

4+1 to 4+4 0-1

How are PCs handled? Would a 1st level PC fall into the 'up to 1' or the 1+1 category, and do characters with multiple starting HD (monks and rangers) go by level or HD?

Thanks,

Scott

---

## Col\_Pladoh

Thursday, 24th March, 2005, 05:36 PM

Quote:

---

*Originally Posted by **Zudrak***

...

*That sounds like I could enjoy living there. I would love the idea of being able to play ice hockey whenever I wanted between December and March. Is there a lot of hockey played on the lakes? Maybe I could even learn to improve my skating. Ha!*

*So, Gary, I imagine you do not mind the winter weather so much, or else you would have moved to a sunnier locale. Is this a correct deduction?*

---

They clear a rink for skating, but there's not much hockey. Last I recall was when my youngest son, Alex, was playing at around age 10 at a rink at the edge of town, not on the lake. There's a good bit of snowmobiling and skiing and snowboarding and ice boating here too.

As for me, I loved the winter as a youth, did snowballing, sledding, tobogganing, and ice fishing; but nowadays I would prefer living on a tropical island. I stay indoors and do a lot of reading and what work I can manage in the time of cold weather here.

Quote:

---

*On the gaming front, when you write your works and there is art or illustrations to be placed in the work, how much say do you have when it comes to the final product? Do you direct the artist at all? Has this changed much today from how you did things when you were at TSR? (Remember! Peter B lurks here sometimes!) :D*

---

Noppers! I don't imagine myself a competent art director :confused: About the best I can manage is to say what I like and dislike.

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 24th March, 2005, 05:41 PM

---

Quote:

---

*Originally Posted by **Gray Mouser***

*Gary, I was just rereading the Fafhrd and Gray Mouser story "Bazaar of the Bizarre" and was wondering if the fight with the iron statue was an inspiration for the iron golem. I know the clay golem comes from Jewish mythology (and the flesh golem seems to be somewhat a take on Frankenstein's monster) but the iron statue armed with a sword and with breath weapon (albeit, not poisonous gas) seems quite similar to the foe Fafhrd faced.*

*Thanks in advance.*

*Gray Mouser*

---

You have the inspirational sources for the clay and flesh golems correct;) The iron golem was drawn from Greek mythology, the bronze one therein, Talos. The breath weapon addition was from Rob.

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 24th March, 2005, 05:43 PM

---

Quote:

---

*Originally Posted by **Storm Raven***

*But, isn't that just a political agenda?*

---

No, politics concerns the government, and al Qaidia seeks to force their form of government on all. the drow simply want to exploit all :uhoh:

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 24th March, 2005, 05:51 PM

---

Quote:

---

*Originally Posted by **ScottyG***

*Gary, I have a question about the spell sleep.*

*The target tiers HD and number affected are:*

*up to 1 4d4*

*1+1 to 2 2d4*

*2+1 to 3 1d4*

*3+1 to 4 1d2*

*4+1 to 4+4 0-1*

*How are PCs handled? Would a 1st level PC fall into the 'up to 1' or the 1+1 category, and do characters with multiple starting HD (monks and rangers) go by level or HD?*

*Thanks,*

*Scott*

---

Each character level equates to one HD on the table above, and even if a 1st level character has two HD, the level of the character is the determinant. So the uppermost range, 4+1 to 4+4 doesn't generally apply.

BTW, for a multi-class character, the highest level and half of the second and third levels are added to discover effective level. In such case the uppermost range might apply, viz. 3rd level fighter, 3rd level thief, = 4.5 which falls into the uppermost range above.

Cheers,  
Gary

---

Gray Mouser

Thursday, 24th March, 2005, 06:10 PM

---

Quote:

---

*Originally Posted by **Col\_Pladoh***

*You have the inspirational sources for the clay and flesh golems correct;) The iron golem was drawn from Greek mythology, the bronze one therein, Talos. The breath weapon addition was from Rob.*

*Cheers,  
Gary*

---

Thanks for the info, Colonel. I'm just glad Rob's inspiration for the wip of cockatrice feathers didn't become standard fare for iron golems! :uhoh:

Quote:

*Originally Posted by **Gray Mouser***

*Thanks for the info, Colonel. I'm just glad Rob's inspiration for the wip of cockatrice feathers didn't become standard fare for iron golems! :uhoh:*

*Gray Mouser*

What about the power to levitate and the poison sword? those with the fiery breath and the petrification from the whip made that critter really fearsome :heh:

Cheerio,  
Gary



## Gary Gygax Q&A, Part VIII

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---

### Gray Mouser

Thursday, 24th March, 2005, 07:43 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*What about the power to levitate and the poison sword? those with the fiery breath and the petrification from the whip made that critter really fearsome :heh:*

*Cheerio,  
Gary*

---

Bringing back some find memories, Gary ;)

Speaking of your *Marvellous Adventure*, do you remember how Mordenkainen & Company fared against Eli Tomorast, himself? How about against the demon Kerzit?

Gray Mouser

---

### Col\_Pladoh

Thursday, 24th March, 2005, 10:34 PM

Quote:

---

*Originally Posted by **Gray Mouser***

*Bringing back some find memories, Gary ;)*

*Speaking of your Marvellous Adventure, do you remember how Mordenkainen & Company fared against Eli Tomorast, himself? How about against the demon Kerzit?*

*Gray Mouser*

---

Those were additions that we didn't actually play out. Ain't module writers sneaky? :p

Cheerio,  
Gary

---

### ColonelHardisson

Friday, 25th March, 2005, 01:22 AM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Indeed, and those I have accessed are pitiful in their content. My own thesaurus has hand-written additions I have made over the years, and both of my main dictionalries are unexpurgated, one from 1910 the other from 1930. New words can be picked up in any current collegiate dictionary;)*

*Cheers,  
Gary*

---

Yeah, I've been disappointed by the paucity of rare and/or archaic word in modern electronic reference sources. I'd love to get my hands on some of those old dictionaries.

---

### Gentlegamer

Friday, 25th March, 2005, 02:01 AM

Ross Lence, the Good Doctor at the University of Houston, taught me that if I wanted a dictionary, make sure it was as old as possible. I see Gary and others understand this, as well!

---

### Dracuwulf

Friday, 25th March, 2005, 04:26 AM

Hi Gary,

I always thought it impressive how you were able to conjure up scenes from the depths of the earth, crypts, tombs, underground monasteries, and so forth. Is it because you actually live under Rome in a catacomb?

If you insist that you live in Lake Geneva, could you reveal some of the books that you have found useful in understanding and describing such places?

---

Gray Mouser

Friday, 25th March, 2005, 02:02 PM

---

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Those were additions that we didn't actually play out. Ain't module writers sneaky? :p*

*Cheerio,  
Gary*

---

Sneaky indeed! Although I do like Tomorast and his "hands." An interesting weapon to spring on PC's!

Gray Mouser

---

Col\_Pladoh

Friday, 25th March, 2005, 05:43 PM

---

Quote:

---

*Originally Posted by **ColonelHardisson***

*Yeah, I've been disappointed by the paucity of rare and/or archaic word in modern electronic reference sources. I'd love to get my hands on some of those old dictionaries.*

---

You can locate them by an online search;)

Cheers,  
Gary

---

Col\_Pladoh

Friday, 25th March, 2005, 05:45 PM

---

Quote:

---

*Originally Posted by **Dracuwulf***

*Hi Gary,*

*I always thought it impressive how you were able to conjure up scenes from the depths of the earth, crypts, tombs, underground monasteries, and so forth. Is it because you actually live under Rome in a catacomb?*

*If you insist that you live in Lake Geneva, could you reveal some of the books that you have found useful in understanding and describing such places?*

---

Heh...

Well, books on architecture, the Parisian and Roman underground, etc. are a good place to start ;) Actually, I love books and read just about any sort when there is time.

Cheers,  
Gary

---

Col\_Pladoh

Friday, 25th March, 2005, 05:49 PM

---

Quote:

---

*Originally Posted by **Gray Mouser***

*Sneaky indeed! Although I do like Tomorast and his "hands." An interesting weapon to spring on PC's!*

*Gray Mouser*

---

Rob was both an excellent player and DM. Jim Ward was playing in my OD&D group last night when someone remarked that it seemed impossible that Rob could have found his way through my dungeon levels sans map. Jim shook his head and allowed he did it with remarkable ease until I created levels with transporters and all manner of other nasty devices to prevent that from happening...which was true.

Anyway, Rob was excellent in creating adventure material on the spot to challenge the players...especially me.

Cheers,  
Gary

---

Zudrak

Friday, 25th March, 2005, 06:03 PM

Zagyg

Hello, Gary,

Two questions:

1) Does Zagyg retain the surname of Yragerne in the CZ books?

2) Is Zagyg's history as well-known on Erde/TRoB as it is on Greyhawk or will he be a more reclusive historical figure? I was wondering if he was mayor of Yggsburgh at one point a la Greyhawk.

Of course, if you'd rather not divulge this info here and in the module series instead, that's fine. I imagine I will find out eventually. :D

Thanks,  
Michael / Zudrak

---

Gentlegamer

Friday, 25th March, 2005, 06:26 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*Rob was both an excellent player and DM. Jim Ward was playing in my OD&D group last night when someone remarked that it seemed impossible that Rob could have found his way through my dungeon levels sans map. Jim shook his head and allowed he did it with remarkable ease until I created levels with transporters and all manner of other nasty devices to prevent that from happening...which was true.*

*Anyway, Rob was excellent in creating adventure material on the spot to challenge the players...especially me.*

*Cheers,  
Gary*

---

I remember you recounting elsewhere that the origin of such transporters and so on in D&D was to thwart the near-photographic memory of Rob Kuntz. Truly astounding!

---

oldschooler

Friday, 25th March, 2005, 09:27 PM

Gary, my girlfriend would like to start using miniatures in our games because she's so used to boardgames, but the scale always messes me up. In older versions of D&D, movement was rated in inches (1" = 10' underground for example) but ground scale is given as 1" equals 3 1/3' (making a 10' corridor 3" wide on the tabletop) therefore 1" *isn't* 10'. Argh!

The latest version of The Game has a straight movement rate in footage with a ground scale of 1" = 5', but we'd like to stick with older games if we can. The whole thing is very confusing.

Anywho, the main question I have is: Have you ever used miniatures yourself (for any RPG) and if so, what kind of scale/movement do you employ?

---

Col\_Pladoh

Saturday, 26th March, 2005, 03:21 PM

Quote:

---

*Originally Posted by **Zudrak***

*Hello, Gary,*

*Two questions:*

*1) Does Zagyg retain the surname of Yragerne in the CZ books?*

*2) Is Zagyg's history as well-known on Erde/TRoB as it is on Greyhawk or will he be a more reclusive historical figure? I was wondering if he was mayor of Yggsburgh at one point a la Greyhawk.*

*Of course, if you'd rather not divulge this info here and in the module series instead, that's fine. I imagine I will find out eventually. :D*

*Thanks,  
Michael / Zudrak*

---

The answer to all three questions is no. That is qualified in the second case by possible development.

In the LA game's world setting pantheons, Zagyg is a deity and trickster that is found in each one. That is done so as to empower the Lejend Masters in being as whimsical or narrow as they desire.

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 26th March, 2005, 03:24 PM

Quote:

---

*Originally Posted by **Gentlegamer***

*I remember you recounting elsewhere that the origin of such transporters and so on in D&D was to thwart the near-photographic memory of Rob Kuntz. Truly astounding!*

---

Heh...

The transporter also has the benefit of making any dungeon level more difficult to explore and map, thus adding to the challenge involved. They are also handy devices to move the player characters to such new and different places as the GM wishes :cool:

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 26th March, 2005, 03:42 PM

Quote:

---

*Originally Posted by **oldschooler***

*Gary, my girlfriend would like to start using miniatures in our games because she's so used to boardgames, but the scale always messes me up. In older versions of D&D, movement was rated in inches (1" = 10' underground for example) but ground scale is given as 1" equals 3 1/3' (making a 10' corridor 3" wide on the tabletop) therefore 1" isn't 10'. Argh!*  
*The latest version of The Game has a straight movement rate in footage with a ground scale of 1" = 5', but we'd like to stick with older games if we can. The whole thing is very confusing.*  
*Anywho, the main question I have is: Have you ever used miniatures yourself (for any RPG) and if so, what kind of scale/movement do you employ?*

---

There is always a problem with three-dimensional representation using miniature figurines. Even at one-to-one ratio of figures to actual number, there is a ground scale dilemma. If the figurines are truly to 25mm scale, then one inch should equal six feet in ground scale. That means a spear can be thrown c. five inches, a javelin c. 12 inches, and a longbow has an range of c. 36 inches on the table top. Time scale must then be set, and it is in one minute turns, then movement, once commenced, will be at rates in the neighborhood of 30 inches at a slow pace, 45 inches quick time, and 60 inches on the run, with horsed figures moving commensurately faster at the trot, canter, and gallop.

During a one minute period a trained archer can aim and loose at least six arrows.

Realistically the ground scale must be different than that of the figurines used, and that means time is relative to ground scale as adjusted by subsumed delays in forming plans and ordering movement or reacting to what an individual comprehends in the field.

No FRPG I know of is meant to be a combat simulation, so there's really no need to worry about such matters :uhoh:

Cheers,  
Gary

---

ColonelHardisson

Saturday, 26th March, 2005, 05:01 PM

Quote:

---

*Originally Posted by **Col\_Pladoh***

*You can locate them by an online search:)*

*Cheers,  
Gary*

---

True enough, but I'm the type who has to thumb through a dictionary before I buy it, just to see if it actually has archaic terms in it like "yclept."

---

Frank Mentzer

Sunday, 27th March, 2005, 01:06 AM

Like "yclept his hands and called it 'archaic'?"

F

---

Col\_Pladoh

Sunday, 27th March, 2005, 05:27 PM

Quote:

---

*Originally Posted by **ColonelHardisson***

*True enough, but I'm the type who has to thumb through a dictionary before I buy it, just to see if it actually has archaic terms in it like "yclept."*

---

Ycore!

You rixel :lol:

Gary

---

Col\_Pladoh

Sunday, 27th March, 2005, 05:29 PM

Quote:

---

*Originally Posted by **Frank Mentzer***

*Like "yclept his hands and called it 'archaic'?"*

*F*

---

That's-a not their a-cake, it's-a my-a cake.

:p  
Gary

---

## Zudrak

Sunday, 27th March, 2005, 08:44 PM

---

Quote:

---

*Originally Posted by **Col\_Pladoh***

*The answer to all three questions questions is no. That is qualified in the second case by possible development.*

*In the LA game's world setting pantheons, Zagyg is a deity and trickster that is found in each one. That is done so as to empower the Lejend Masters in being as whimsical or narrow as they desire.*

---

Thanks, Gary. As for empowering the game referees, what were you thinking? Rules lawyers run the show today. Just like real lawyers run the real world. :confused:

Happy Easter all!  
Zudrak

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## Gary Gygax Q&A, Part VIII

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Nathan P. Mahney

Sunday, 27th March, 2005, 11:46 PM

Gary,

I was wondering, did you ever run or play in any of the classic 1e modules, apart from the ones you wrote yourself? If so, do you have any particular favourites? Any that you weren't partial to (I've heard you weren't a big fan of Dragonlance)?

- Nathan P. Mahney -

---

Tuzenbach

Monday, 28th March, 2005, 02:52 AM

Shortly, we should continue the Gary Q&A in this new, less cumbersome thread:

<http://www.enworld.org/showthread.php?t=125997>

---

Col\_Pladoh

Monday, 28th March, 2005, 04:59 PM

Quote:

---

*Originally Posted by **Zudrak***

*Thanks, Gary. As for empowering the game referees, what were you thinking? Rules lawyers run the show today. Just like real lawyers run the real world. :confused:*

*Happy Easter all!  
Zudrak*

---

Aargh!!!

First kill all the lawyers, rules or otherwise, as Shakespeare was want to record some 400 years ago :mad:

We did indeed have a blessed Easter, thanks :)

Cheers,  
Gary

---

Henry

Monday, 28th March, 2005, 09:22 PM

Tell you what, we'll go ahead, close this thread, and move it to our Archive. The new thread is here:

<http://www.enworld.org/showthread.php?t=125997>

But for the record, threads are technically no longer limited to 10 pages, that was a courtesy for server response time from a while back.

-Henry

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